

SELF-MADE SPACE MARINE



SELF - MADE SPACE MARINE

WELCOME, FUTURE CITIZEN!

For nearly a millennium, the Galactic Space Corps has provided a path for ordinary civilians to participate in the ownership society of the Galactic Federation as fully-fledged Citizens. By meeting the requirements for membership in the Corps, you have shown that you're ready to take responsibility of your own life and meaningfully contribute to society. Once you have fulfilled your duties to the service or are awarded an officer's commission, you will be entitled to all the privileges of Citizenship: voting, the right to run for public office, Citizen protections within the legal system, and special discounts at participating restaurants, hotels, and businesses. May the blessings of Great Zeenu be upon you.

What Is QAGS?

QAGS (pronounced "kwags") is the Quick Ass Game System, published by Hex Games. Unlike role-playing games that attempt to simulate reality, QAGS is a cinematic system that recreates the feel of fiction. QAGS players and Game Masters work together to create entertaining stories, using the innovative candy-based mechanic called Yum Yums. You can purchase QAGS 2nd Edition and other fine Hex products, or download the free Qik Start rules, at www.hexgames.com.



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Dedicated to

BOB OLSEN, WHO COINED THE TERM "SPACE MARINE"

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SETTING INFORMATION

Self-Made Space Marine is set in a far-future galaxy that is largely controlled by the Galactic Federation, which is ruled by a group called the Galactic Warlords. The exact details of the galaxy--what the individual planets are like, what alien races are common, even much of the technology available--are mostly up to the GM. The action of the game focuses narrowly on the Galactic Space Corps (the military arm of the Federation), so beyond certain aspects of and assumptions about the Federation itself, the wider galaxy only serves to give the PCs a place to go on missions, kill stuff, and hopefully make big bucks.

Mostly the last part. Earning big bucks is what it's really all about, at least from the perspective of the Galactic Warlords. Like Halliburton and Lockheed-Martin before them, they know that the big money is in war, but they've taken it a step further by combining war profiteering with elements of privateering, pyramid schemes, Manifest Destiny, crony capitalism, and organized religion (along with a healthy dose of fascism), to create the ultimate money-making opportunity. Although the nuts and bolts of the scheme are built around the way the Space

Corps is organized, it only works because of certain societal beliefs, outlined below.

- Although the Federation is (kind of) a democracy, the Galactic Warlords are ultimately servants of Great Zeenu (see sidebar), and it is their divine destiny to reclaim all of creation in his name.
- As custodians of creation until Zeenu returns, the GW are responsible for collecting tribute from those who avail themselves to Zeenu's gifts. Literally everything in existence--natural resources, air, even concepts like gravity and human knowledge--is considered to be a gift of Zeenu. Those who fail to pay tribute to the Galactic Warlords are not only criminals, they're heretics.
- Zeenu provides everyone with the tools and resources to prosper. Anyone who fails to do so lacks ambition and drive, and is therefore morally corrupt.
- If the lazy and unambitious are allowed to participate in government, they will no doubt corrupt it to their own benefit at the expense of those who contribute to society. Therefore, in order to become a Citizen of the Federation, a person must demonstrate his dedication by purchasing his Citizenship, either with cash or with service to the Federation in the Galactic Space Corps.

GREAT ZEENU

Long ago, Great Zeenu created all of existence and all the creatures of the galaxy. For eons, the children of Zeenu prospered and, understanding that they owed all they had to The Great Maker, paid tribute to Him. Then came the Thaetans, blasphemers who denied Zeenu's divine grace. They took from Zeenu and gave him nothing in return, but Zeenu, who had after all given them free will, did not interfere. Over time, the Thaetans converted many to their beliefs and remade society in their own image until the freeloading masses were benefitting from the hard work of the ambitious few. Disgusted, Zeenu abandoned his creation, throwing it into further disarray. According to scripture, he will not return until a society rises that is powerful enough to wipe out man's Thaetan impulses and reclaim creation in the name of Zeenu. The Federation, of course, believes itself to be this prophesied society.

THE MULTI-LEVEL MILITARY

The Galactic Space Corps is an entirely self-funded operation that derives its profits from the spoils of war: military contracts, fines and taxes levied against subjugated people, and of course outright plunder. Each soldier who takes part in an operation is entitled to a share of the profits from that operation. Of course, without military command and infrastructure (and the blessing of Zeenu), soldiers would be unable to earn this money in the first place, so each soldier pays a portion of his share to his commanding officer, who pays a portion of his share in tribute to his commanding officer, and so on all the way up to the Galactic Warlords, who in turn tithe a share of their earnings to be placed in the Holy Treasure Vault of Zeenu. Or at least that's how it's usually explained to new recruits. In reality, nearly all of the money goes directly into the Galactic Space Corps treasury and then trickles down to the individual soldiers in regular lump payments.

NEW RECRUITS

Given the proven money-making power of the Galactic Space Corps model, a gatekeeping mechanism is necessary to keep out freeloaders who won't pull their own weight. To this end, Galactic Space Corps soldiers are responsible for the costs of their own equipment, training, and upkeep. Equipment and training fees must be paid at the time of enlistment and most units require new recruits to pay for their first six months' worth of room, board, and ammunition fees when they are assigned to their unit. After that time, all fees are simply deducted from the soldier's pay. A soldier who fails to earn enough to cover these costs is subject to disciplinary action including demo-

tion, corporal punishment, and administrative fines. Consistent failure to earn can result in a dishonorable discharge followed by a period of indentured servitude to pay off the debt.

OFFICERS

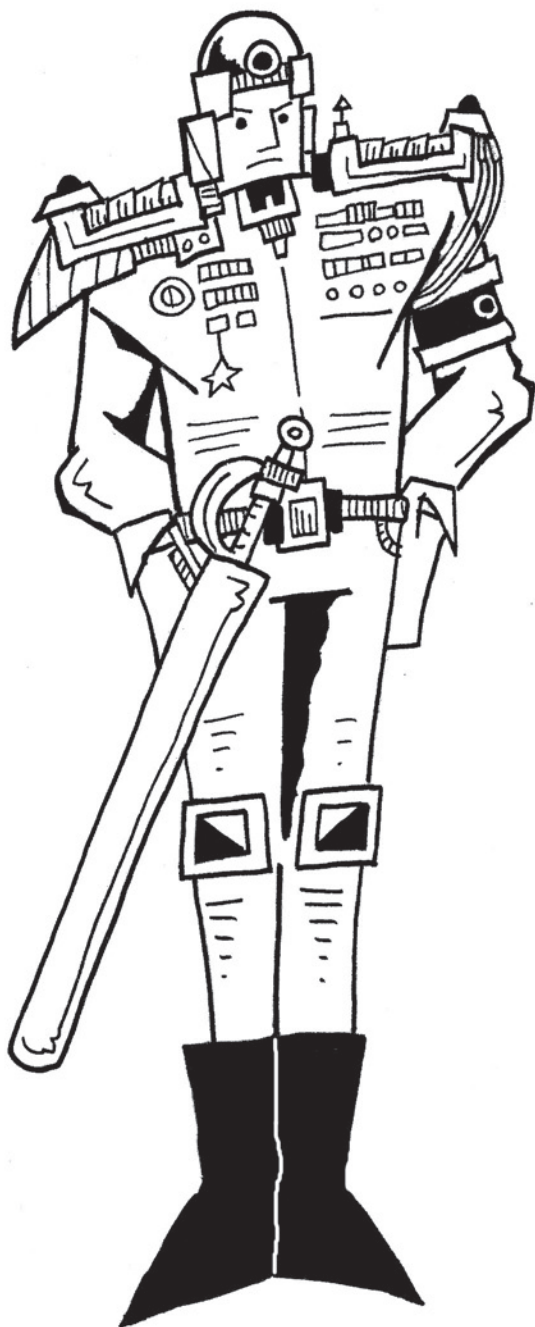
The Galactic Space Corps has three different types of officers: commissioned officers (COs), non-commissioned officers (NCOs), and warrant officers (WO). Any enlisted soldier may work his way up through the ranks to become an NCO, but only those who can afford to pay for a spot in Officer Training School are eligible to become commissioned officers. Upon accepting a commission, an officer is considered a full citizen of the Galactic Empire and is entitled to collect tribute from the soldiers under his command. NCOs, on the other hand, must serve out their full tour (usually 6 years) before becoming citizens and are never eligible for tribute (though higher-rank soldiers do earn a larger share of mission profits). An NCO may attend Officer Training School in order to become a commissioned officer, but unless he has completed his initial tour he must reimburse his unit commander for the loss of his services.

Commissioned officers are responsible for the costs of keeping their unit operational and up to code. While they can charge soldiers under their command for room, board, and ammunition, all other operating costs, from scissors to spaceships, comes out of the pocket of an officer, usually the officer who commands the smallest unit that benefits from or uses the resource in question. In addition to covering operational expenses, officers are expected

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to earn tribute for their higher-ups. Like enlisted men who fail to cover their expenses, officers who fail to meet their earnings quotas are subject to disciplinary measures up to and including discharge from the Corps. An officer discharged while in debt is stripped of citizenship until the debt is repaid, but typically is not sentenced to indenture.

Warrant officers are specialists like pilots, doctors, and scientists who are recruited for their expertise. Unlike other marines, Warrant officers receive a regular paycheck and neither pay nor receive tribute (though they are entitled to a share of plunder). Like commissioned officers, warrant officers are granted citizenship when they receive their warrant.



SPACE MARINE RANKS

Enlisted:

- Recruit
- Marine
- Lance Corporal
- Corporal
- Sergeant
- Staff Sergeant
- Gunnery Sergeant
- First Sergeant
- Sergeant Major

Commissioned Officers:

- Second Lieutenant
- Lieutenant
- Captain
- Major
- Lieutenant Colonel
- Colonel
- General
- Archon
- Grand Archon

Warrant Officers:

- Junior Warrant* Officer
- Warrant* Officer
- Senior Warrant* Officer
- Chief Warrant* Officer

*"Warrant" is often replaced by the officer's area of expertise. For example, "Flight Officer" for pilots, "Science Officer" for scientists, and "Medical Officer" for doctors.



ORGANIZATION

Each branch of service in the Galactic Space Corps has a slightly different organizational structure. Since the PCs in *Self-Made Space Marine* are members of the Galactic Space Marines, we will focus on them here and leave the details of other unit types and branches of service for the GM to develop as needed for her game.

At the head of the command structure of the Galactic Space Marines is the High Command, a council of senior officers called Archons. The High Command is led by the Grand Archon, who reports directly to the Galactic Warlords. Beneath the High Command are 25 divisions in the Galactic Space Marines, each commanded by a General. The divisions are broken up by mission, as follows:

- The First through Fifth divisions make up the Imperial Defense Corps (IDC), who are charged with defending the core planets of the Galactic Empire and handling most of the administrative duties for the Galactic Space Marines. Unlike most other space marines, members of the IDC are contracted by the Galactic Empire and do not have to rely on plunder to earn their living. Because of the relative safety and stable pay enjoyed by Defense Corp soldiers, marines in the other divisions tend to look down on them because of their “cushy” job (often while simultaneously angling for an IDC post for themselves).

- The Sixth through Fifteenth divisions are the Space Marines Reserves, of which every citizen of the Galactic Empire not currently employed by the Galactic Space Corps is considered a member. The reserves are only sent to war in extreme circumstances, but mem-

bers are expected to attend regular training exercises. A citizen may avoid reserve duty by paying scutage fee to the Galactic Warlords.

- The Sixteenth through Twenty-Fifth are collectively known as the Space Marines Expeditionary Group (SMEG) and are in charge of executing military actions, patrolling Imperial space and trade routes, and exploring uncharted space. Player characters are assumed to belong to a SMEG division.

Each division consists of three regiments, each led by a Colonel. The regiments are in turn made up of three battalions. A battalion is made up of three regular companies, a heavy weapons company, and a headquarters company that handles support functions. The battalion is commanded by a Lieutenant Colonel, who is assisted by a general staff. Most battalions also field additional units including armor, air support, and a space fleet.

A company consists of three regular platoons, a heavy weapons platoon responsible for providing fire support, and support staff. The company is commanded by a Captain with a Lieutenant serving as the executive officer and second-in-command. Each platoon consists of three squads and at least one medic and is commanded by a Lieutenant with a platoon leader (usually at least a Sergeant) serving as advisor.

A squad is made up of twelve marines led by a squad leader, usually a Corporal or Sergeant. The squad is further divided into smaller teams, each with its own team leader (typically a Lance Corporal or Corporal). Team size and member duties vary according to the squad type. For most combat squads, the organization is some variation of that employed

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by rifle units (the most basic type of infantry unit). The rifle squad is divided into three four-man teams, each consisting of a team leader, a heavy gunner, a gunner's assistant, and a rifleman.

THE UNIFORM MILITARY CODE

In order to protect the lives of soldiers and the reputation of the Galactic Space Corps, all military equipment, from star destroyers to shoe laces, must comply with the Uniform Military Code (UMC). In order to comply with the code, equipment must be purchased from vendors who have been officially licensed as approved suppliers by the Galactic Warlords. Those found in violation of the code are subject to disciplinary action, usually in the form of a fine. The UMC applies to every component of every piece of equipment, right down to the power cell in your flashlight or paint on your power armor.

Approved vendors often charge considerably more for their wares than typical suppliers, but

that's because they offer much higher-quality goods. Or at least that's the party line--most soldiers quickly learn Code-approved supplies tend to break down easier and wear out faster than those purchased elsewhere. Rabble rousers occasionally complain that nearly all UMC-approved companies are owned by the Galactic Warlords or their close associates, but those who complain too loudly often disappear mysteriously or suffer unfortunate accidents.

THE SPOILS OF WAR

Every squad that participates in a military action is entitled to a share of the profits from that operation. The profits are divided into two categories: plunder and royalties.

PLUNDER

Plunder consists of any incidental treasure collected by a squad in the course of completing their mission objective. Plunder includes things like money and equipment taken from the bodies of dead enemies, vehicles procured during the course of the mission, and minor



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UNTIL THE REVISED EDITION COMES OUT NEXT MONTH



valuables found at the mission site. Depending on the mission, certain items may be exempt from plunder--for example, if the marines are raiding an enemy armory, they're not allowed to keep any of the weapons for themselves--but otherwise just about anything that the squad can carry with them without jeopardizing their mission is fair game.

The division of plunder is the responsibility of the squad leader. The process begins by dividing the plunder into shares of roughly equal value: The Lieutenant in charge of the squad's platoon gets 7 shares, the platoon leader and squad leader each get 3 shares, NCOs and warrant officers receive 2 shares, and everyone else gets one share. The estate of any man killed in action is entitled to an additional share as a death benefit. The tribute for the Lieutenant and platoon leader are typically expected to take the form of (or be converted to) electronic Imperial Credits, though some officers will accept other forms of "cash"; bank notes from an Empire-accredited institution, traveller's checks, or gift cards, for example. Shares are chosen in order of rank, then seniority. If two men have the same rank and seniority, the squad leader chooses the order in which they pick their shares. Dead men, being dead, are skipped over when choosing shares and the appropriate number of leftover shares are forwarded to their estates. Some squad leaders simply send the plunder (often

with postage due on delivery) to the survivors. More conscientious leaders, realizing that orphans and widows have little use for enemy weapons and spare ammo, sell off the share and send cash to the survivors.

ROYALTIES

Royalties are the soldier's share of profits made by the Empire as a direct result of the mission. Royalties include things like taxes from newly-annexed planets, profits from the sale of salvaged cargo or exempt plunder, liberated manufacturing facilities or natural resources, fines assessed on surviving targets, and so forth.

A marine's royalties are accessed by the Space Corps Accounting Brigade (SCAB) according to the marine's rank, mission parameters, performance reviews, actuarial charts, and a number of other factors using formulas that only those with degrees in advanced theoretical Mathematics could even begin to understand. Tributes to the marine's commanding officer, costs for things like room and board, fines, and assorted administrative fees are deducted directly from the marine's royalty pay. A marine with a few good missions under his belt can receive a healthy monthly paycheck from royalties, but even those from ongoing profits--for example, profits from a mine the marine helped liberate--dwindle over time under the SCAB formulas.

CHARACTER CREATION

Characters in *Self-Made Space Marine* are created according to the *QAGS Second Edition* Qik-Start Rules. This chapter provides further explanation as well as a few additional rules unique to the Galactic Warlords setting.

SQUAD CREATION

The Galactic Space Marines deploy soldiers in squads, so before the players can start creating their characters, they'll need to make some decisions about the squad they belong to and how each character fits into the squad.

SQUAD TYPE

There are many different kinds of space marine squads, each trained to perform a specific function. A group's squad type determines their training, starting equipment, and even what kinds of missions they're likely to be sent on. Players may choose to be a basic rifle platoon for free, but if the group wants to belong to a cooler unit type, it'll cost them. Recommended prices are provided below. If the cost is not followed by "per player," the price is a flat rate for the entire group.

- Rifle Squad: FREE
- Dragoons: \$3 per player
- Rocketeers: \$5 per player
- Mechanized Infantry: \$10 per player
- Commandos: \$10 per player
- Mobile Infantry: \$15
- Air Cavalry: \$20
- Planetary Reconnaissance: \$25
- Sector Patrol: \$50

It should be noted that the definition of "Mechanized Infantry" is different in the Galactic Space Corps than it is in the modern military.

In the world of *Self-Made Space Marine*, it refers to infantry soldiers in power armor suits.

Details about each of these unit types can be found in Chapter 4.

SQUAD POSITIONS

A squad of space marines is made up of thirteen people, each with a specific function. Since a character's position within the squad may affect his choices during character creation, it's important to determine everyone's position before players begin making their characters. This is handled with a series of

OTHER SQUAD TYPES

The list provided here does not include every squad type employed by the Galactic Space Marines, only those that are most suitable for role-playing. For example, heavy weapons squads are not included here because, since they specialize in bombarding far-off targets from positions of relative safety, their job isn't going to make for especially exciting role-playing. For the same reason, we've left out things like armor and air support units in favor of mobile units who are actually expected to get out of their vehicles on a regular basis. Likewise, while the life of a headquarters squad is no doubt full of office intrigue, there's not a lot of the kind of action most people imagine when they hear the words "space marines," so we haven't included any non-combat units here. If the group really wants to play "The Adventures of the Space Marines Paper Pushers," the GM will have to work out the details on her own.

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auctions. The order in which the auctions should be held as well as the opening bid for each position is given in the detailed squad description in Chapter 4. If no player bids on a particular position, that position will be filled by a GMC.

TEAM LEADERS

The squad leader and the leader of any team with PC members should really be player characters, but the GM shouldn't force players into taking on these roles if they don't want them. However, since GMC leaders mean extra work for the GM, there is a \$5 fee for each PC whose team leader is a GMC. If the squad leader is a GMC, all players must pay the \$5 GMC maintenance fee.

CHARACTER CREATION

Once the players have determined their squad type and positions, they can begin making their characters. *Self-Made Space Marine* uses the QAGS Qik-Start Rules (which you can download for free at www.hexgames.com) with the following adjustments.

RE-ROLLS

If a player is unsatisfied with his initial rolls, he may re-roll any die by paying the GM \$2. If the new roll is lower than the original, the

POINT-BASED CHARACTERS

With the GM's approval (and for a small fee), any player may use the Yum Yum character creation system from *QAGS Second Edition* instead of the Qik Start rules. We recommend charging the player ten cents per Yum Yum used for character creation (so a 75 Yum Yum character would cost \$7.50).

GMCS

Unless the gaming group is very large, there will inevitably be more space marines on the squad than players. These additional roles are filled out by GMCs created by the GM. During the game, the team leader is responsible for determining the actions of GMCs on his team and the squad leader is responsible for determining the actions of teams comprised entirely of GMCs.

player may keep the original roll for an additional charge of \$1, or pay \$2 more to re-roll again.

BODY, BRAIN, AND NERVE

Space Marines must have Numbers of at least 10 in Body, Brain, and Nerve. A player whose rolls result in Numbers of less than 10 in these Words may increase any Number to 10 without a re-roll for \$1.

JOB

A character's Job is some variation on "Space Marine," but the exact Job name depends on the character's squad type and team position (see appropriate squad description in Chapter 4). Each player needs a Job Number of at least 8. Loser Job Numbers may be increased to 10 at the cost of \$1.

NEW WORD: SPECIALTIES

Every character begins the game with a Specialty, which describes his area of expertise or training. The specialties available to a character depend on his squad type and position, and in some cases a character is required to choose a particular Specialty. See the squad position listings in Chapter 4 for more information on Specialty options.

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Like Skills, Specialties have a rating between +1 and +5. Unlike Skills, they do not increase the number the player is rolling against. Instead, the player adds his Specialty Bonus to the Success Degree of a successful roll. So, for example, if a character has the “Sniper” Specialty at +3 and a “Space Marine” Job of 12, he still needs to roll a 12 or less to shoot someone, but gets to add 3 to the Success Degree. So if he rolls an 11, his Success Degree is 14 (but if he rolls a 13, he misses).

Players begin the game with a Specialty Bonus of +1. A player may raise his Specialty Bonus at a cost of \$5 per bonus, up to a maximum of +5 (which costs \$20). Players may acquire an additional Specialty for \$10 per bonus point.

NEW WORD: RANK

While the GM may choose to begin the game while the PCs are still in basic training (in which case all characters will have the rank of “Recruit”) or after the squad has been on a few missions (with rank determined by the GM based on how much experience the characters have), most PCs will be fresh-out-of-boot-camp troops with a rank of “Marine.” Team leaders will be Lance Corporals and the squad leader will be a Corporal. A few types of squads also include Warrant Officers, whose starting ranks are noted in their position descriptions.

NEW WORD: PAY GRADE

Pay Grade represents the character’s share of royalties from past missions (minus tributes and fees). Pay Grade is expressed as a letter code followed by a number between 5 and 15 (“E-5,” for example). The letter codes for enlisted men are: E (“Enlistee”), M (“Marine”), V (“Veteran”), and C (“Citizen”). Enlisted

PCs are assigned a Pay Grade upon completing their first mission: E-5 for Marines, E-6 for Lance Corporals, and E-7 for Corporals.

The letter codes for officers (Warrant and Commissioned) are abbreviations for their ranks. So, for example, a General’s pay grade may be “Gen-10”). Junior warrant officers begin the game with a Pay Grade of JW-7. Second Lieutenants begin the game with a code of SL-10.

Chapter 6 provides information about how to use Pay Grade in the game.

OTHER WORDS

All other words work normally, though the GM may overrule any Word that doesn’t fit the game. For example, the “Quadriplegic” Weakness would prevent a character from joining the Space Marines.

OFFICERS

Since Space Corps officers tend to stay as far from the actual fight as possible, and since they each command large groups of soldiers, *Self-Made Space Marine* assumes that the PCs are all enlisted men. While a game based around officers is beyond the scope of this book, it’s certainly possible. We’d recommend setting up the game so that all the PCs are officers of roughly equal rank within the same larger unit, but also creating characters from a single squad under each main PC’s command. This allows the GM to run short vignettes using the squad-level characters, with the squad’s performance representing the overall performance of the commanding PC’s forces as a whole.

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STARTING MONEY AND EQUIPMENT

Each player character begins the game with equipment based on his squad type and position in the squad. He also begins the game with starting money equal to 100 credits for every \$1 it cost him to purchase his squad position. The player may use starting money to purchase additional equipment and may obtain additional starting money at the cost of \$1 per 500 Imperial Credits.

At character creation, the player may also choose to upgrade any piece of equipment for better equipment of the same type (for example, he may trade a cheap rifle in for a more reliable one). The cost to upgrade is equal to the price difference. Once the game begins, equipment upgrades will require the player to role-play selling the old equipment and buying the new stuff.

PSYCHICS

Certain members of the Galactic Empire are born with natural psychic abilities. They can read peoples' minds, sense what's happening in areas far from their physical location, and kill you with their brain. Psychics are often trained as warrant officers.

The "Psychic" Gimmick works slightly differently from others. The Psychic character begins the game with a psychic Specialty at +1. He can raise this Speciality Bonus or buy additional psychic Specialties as described in the main text. When using a Specialty, the player rolls against his normal Gimmick Number. When attempting to use a psychic ability that falls outside of his Specialty, he rolls against $\frac{1}{2}$ Gimmick. Psychic Specialties are described in more detail in Chapter 5.



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SAMPLE WORDS

JOBS

Determined by squad and position.

SPECIALTIES

See Chapter 5

GIMMICKS

Ain't Got Time To Bleed, Bike-Fu, Born To Kill, Car-Fu, Danger Sense, Duct Tape & Chicken Wire, Everybody's Buddy, Fast as Lightning, Fast Healer, Friends In High Places, Friends In Low Places, Gun-Fu, Hard To Kill, Hide in Plain Sight, I've Seen Worse, Knows People, Ladies' Man, Natural Leader, Natural Linguist, Prepared, Psychic, Square-Jawed Man of Action, Strong as an Ox, Tactical Genius, Zeenu's Blessing

WEAKNESSES

Battle Scars, Bleeding Heart, Born to Lose, Butterfingers, By the Book, Commander Hates You, Dramatic Ammo Clip, Coward, Danger Junkie, Fog of War, Getting Old, Glass Jaw, Looks Like a Slacker, Mouth Writes Checks Body Can't Cash, Never Leave a Man Behind, Paranoid, Punching Bag, Reckless, Red Shirt, Sadist, Shell Shock, Victim of the Past, War Wound

SKILLS

Acrobatics, Alert, Anthropology, Archery, Astronomy, Bartending, Boats, Brawling, Breaking & Entering, Card Tricks, Climbing, Chemistry, Computers, Conspiracy Theory, Crowd Control, Demolitions, Diplomacy, Dodge, Driving, Eavesdropping, Electronics, Fast Talk, Fencing, Fight Dirty, First Aid, Fishing, Foraging, Gambling, Guitar, Good With Tools, Hagglng, Heavy Equipment Operation, Heavy Weapons, History, Improvised Weapons, Intimidation, Investigation, Juggling, Karate, Knife Fighting, Looting, Marksmanship, Mechanic, Miniatures Gaming, Photography, Poker, Power Armor Operation, Religion, Research, Riding, Science, Search & Rescue, Ship Repair, Skydiving, Stealth, Surveillance, Swimming, Tactics, Throwing, Tracking, Weapon Systems, Wilderness Survival, Xenobiology, Xenobotany, Zero-G Operations

SQUAD TYPES

This chapter describes the composition, skill sets, and starting equipment for each of the different types of space marine squads. Squad equipment is owned by the squad leader, no matter which squad member actually uses the equipment in the field.

SPACE MARINE RIFLE SQUAD

Rifle squads are basic infantry grunts with no special training or advanced equipment. They make up the bulk of any combat force, and are often treated as expendable by military brass. Rifle squad members have the “Space Marine” Job.

The rifle squad is divided into three four-man fire teams, each consisting of a Team Leader, a Heavy Gunner, a Gunner’s Assistant, and a Rifleman.

Squad equipment: None

RIFLE SQUAD LEADER

- Available Specialties:** Administration, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialties:** Administration, Leadership

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle

FIRE TEAM LEADER (“TEAM”)

The fire team leader in a rifle squad also functions as the team’s grenadier.

- Available Specialties:** Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Medic, Scout,

Sniper, Weapon Repair

- Recommended Specialty:** Leadership

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle with barrel-mounted Grenade Launcher

HEAVY GUNNER (“FIRE”)

The heavy gunner also serves as second in command for the fire team.

- Available Specialties:** Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Heavy Weapons

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, Ventura BAW-9000 Portable Rail Gun

GUNNER’S ASSISTANT (“ASSIST”)

The gunner’s assistant carries extra power cells and ammunition for the railgun and assists or provides cover fire when the Heavy Gunner is getting into position, reloading, or dealing with weapon malfunctions.

- Available Specialties:** Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialties:** Heavy Weapons, Weapon Repair

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle

RIFLEMAN (“READY”)

The rifleman acts as point man and scout for the fire team.



- Available Specialties:** Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Scout

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle

AUCTION ORDER & OPENING BIDS

- Squad Leader (\$5)
- Team 1 Leader (\$4)
- Team 1 Heavy Gunner (\$3)
- Team 1 Rifleman (\$2)
- Team 1 Assist (\$2)

Use the same order and opening bids for Team 1 to auction off positions in teams 2 and 3.

SPACE MARINE DRAGOONS

Warcycle-mounted dragoons function primarily as traditional cavalry, combining mobility and force on the battlefield, but are also fully trained to operate as regular infantry troops when circumstances demand. Dragoon squad members have the “Space Marine Dragoon” Job, which includes training in cavalry tactics as well as how to ride, operate, and perform basic repairs on their warcycles.

A dragoon squad consist of a squad leader and three teams, each composed of a team leader, a heavy gunner, a scout, and a mechanic.

Squad equipment: None

DRAGOON SQUAD LEADER

- Available Specialties:** Administration, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Mechanic, Medic, Scout, Sniper, Weapon

on Repair

- Recommended Specialties:** Administration, Leadership

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle, HV-Austin OGRE Medium Warcycle

DRAGOON TEAM LEADER

When dismounted, the team leader also serves as grenadier.

- Available Specialties:** Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Leadership

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle with barrel-mounted Grenade Launcher, HV-Austin OGRE Medium Warcycle

DRAGOON HEAVY GUNNER

The heavy gunner also serves as second in command for the team.

- Available Specialties:** Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Heavy Weapons

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Surrogate Heavy-Duty Plasma Rifle, HV-Austin Behemoth III Heavy Warcycle

DRAGOON MECHANIC

The mechanic is responsible for field repairs and upkeep of the squad’s vehicles. When the

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squad is dismounted, he fills the role of gunner's assistant.

- Available Specialties:** Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Mechanic

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle, HV-Austin OGRE Medium Warcycle, Mechanical Tool Kit

DRAGOON SCOUT

The scout is mounted on a lighter, faster bike equipped with an array of sensor equipment.

- Available Specialties:** Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Scout

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle, HV-Austin Kobold 5000 Scout Cycle

AUCTION ORDER & OPENING BIDS

- Squad Leader (\$5)
- Team 1 Leader (\$4)
- Team 1 Heavy Gunner (\$3)
- Team 1 Scout (\$3)
- Team 1 Mechanic (\$2)

Use the same order and opening bids for Team 1 to auction off positions in teams 2 and 3.

SPACE MARINE ROCKETEERS

The rocketeers serve as a combination of paratroopers and mobile infantry, using jet packs

to deploy and move from one position to the next. Rocketeers are identical to rifle squads with the following exceptions:

The rocketeer's Job is "Space Marine Rocketeer," which includes training in jet pack piloting and basic repairs.

Rocketeers may take the "Aerial Operations" or "Mechanic" Specialty.

All rocketeers begin the game with a jet pack of the player's choice in addition to the equipment listed for rifle squad members.

SPACE MARINE MECHANIZED INFANTRY

Mechanized infantry squads, who are equipped with high-tech power armor suits, are the heavy hitters of the space marine ground forces. They have the Job of "Mechanized Infantryman," and are trained in the operation and basic repair of their battle suits.

Mechanized infantry squads are organized into two teams of six marines: a team leader, mechanic, two air units, and two heavy mechs.

Squad equipment: None

MECH SQUAD LEADER

- Available Specialties:** Administration, Aerial Operations, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialties:** Administration, Leadership

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle, HV-Austin OGRE Medium Warcycle, Wallaby Mark VII Aerial

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Battle Armor OR Dingo Mark I Medium Battle Suit (player's choice)

MECH TEAM LEADER

- Available Specialties:** Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Leadership

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle with barrel-mounted Grenade Launcher, Dingo Mark I Medium Battle Suit

HEAVY MECH

Heavy mechs wear massive, heavily-armed and armored battle suits.

- Available Specialties:** Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Heavy Weapons

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Surrogate Heavy Duty Plasma Rifle, Wombat Mark XXVI Heavy Battle Suit

MECH MECHANIC

The mechanic is responsible for field repairs and upkeep of the squad's power armor and serves as the team's second in command.

- Available Specialties:** Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialties:** Mechanic, Leadership

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle, Dingo Mark I Medium Battle Suit, Mechanic's Tool Kit

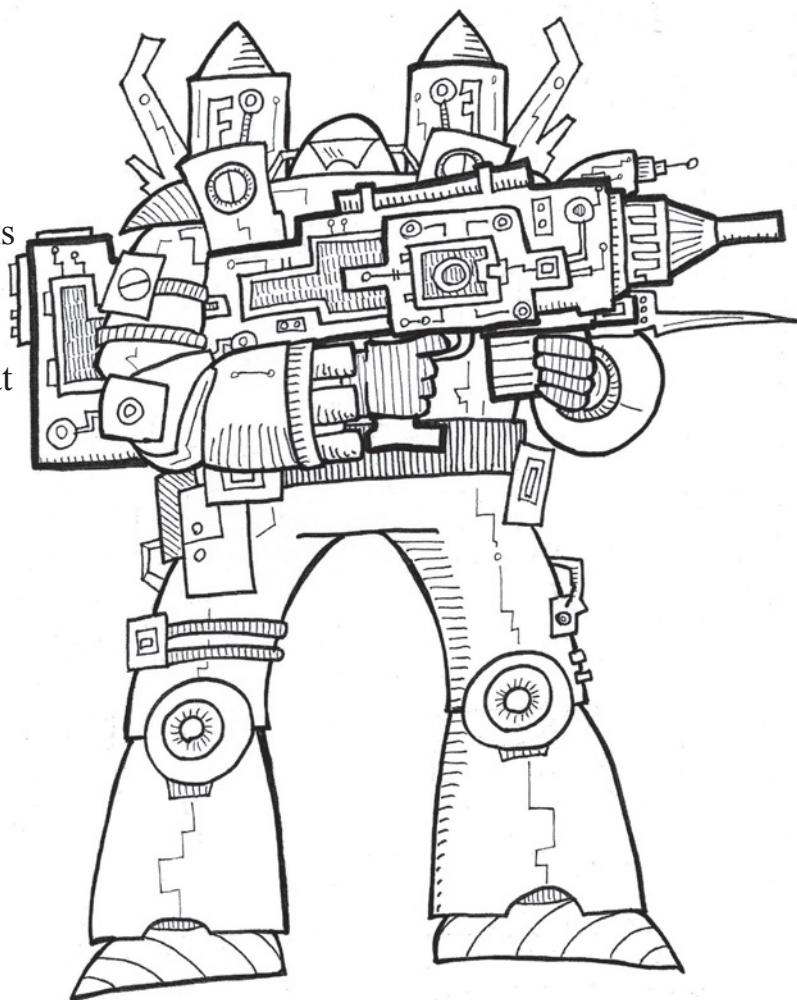
MECH AIR UNIT

Air units act as scouts and provide air support.

- Available Specialties:** Aerial Ops, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialties:** Aerial Ops, Scout

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle, Wallaby Mark VII Aerial Battle Suit





AUCTION ORDER & OPENING BIDS

- Squad Leader (\$5)
- Team 1 Leader (\$4)
- Team 1 Aerial Unit 1 (\$4)
- Team 1 Aerial Unit 2 (\$4)
- Team 1 Heavy Mech 1 (\$4)
- Team 1 Heavy Mech 2 (\$4)
- Team 1 Mechanic (\$3)

Use the same order and opening bids for Team 1 to auction off positions for Team 2.

SPACE MARINE COMMANDOS

Space Marine Commandos are highly trained teams of soldiers who specialize in stealth missions, extractions, counter-terrorism, assassination, and other forms of unconventional warfare. "The Space Marine Commando" Job includes training in infiltration, interrogation, intelligence gathering, and advanced hand-to-hand combat techniques.

The commando squad is divided into two six-man teams, each consisting of a team leader, an intel specialist, a weapons specialist, a breacher, a sniper, and a medic.

Squad equipment: None

COMMANDO SQUAD LEADER

•**Available Specialties:** Administration, Driver, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

•**Recommended Specialties:** Administration, Leadership

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L

Compensator Plasma Rifle

COMMANDO TEAM LEADER

•**Available Specialties:** Driver, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

•**Recommended Specialty:** Leadership

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle with barrel-mounted Grenade Launcher

COMMANDO INTEL SPECIALIST

The intel specialist is responsible for obtaining and assessing information of all types and acts as a combination scout, spy, and interrogator. He also serves as the team's second in command.

•**Available Specialties:** Driver, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

•**Recommended Specialties:** Electronic Intelligence, Human Intelligence, Leadership, Scout

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle, Multi-Purpose Scanner

COMMANDO WEAPONS SPECIALIST

The Weapons Specialist fulfills a role similar to that of a heavy gunner, but with much greater breadth and depth of training.

•**Available Specialties:** Driver, Electronic

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Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Heavy Weapons

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, Ventura BAW-9000 Portable Rail Gun

COMMANDO SNIPER

The sniper is an expert marksman.

- Available Specialties:** Driver, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Sniper

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle with Smart Targeting System and Scope

COMMANDO BREACHER

The breacher is an infiltration specialist skilled in stealth, demolitions, and overcoming enemy security measures.

- Available Specialties:** Driver, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Infiltration

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle, Breaching Kit

COMMANDO MEDIC

- Available Specialties:** Driver, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Medic

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle, First Aid Kit

AUCTION ORDER AND OPENING BIDS

- Squad Leader (\$5)
- Team Leader (\$4)
- Intel Specialist (\$4)
- Weapons Specialist (\$4)
- Sniper (\$4)
- Breachers (\$4)
- Medic (\$4)

SPACE MARINE MOBILE INFANTRY

In most situations, infantry units rely on transport vehicles for travel over long distances, but mobile infantry units actually rely on their vehicles for combat support. They have the “Space Marine Mobile Infantryman” Job, which consists of regular infantry training as well as tactical and strategic training in taking advantage of the combat support offered by their vehicle.

The mobile infantry unit has 3 teams, the crew and two fire teams. The crew consists of a crew leader, driver, gunner, and mechanic. The fire teams are identical to rifle squad fire teams.

Squad Equipment: Achilles L.I.F.V.



MOBILE INFANTRY SQUAD LEADER

•**Available Specialties:** Administration, Driver, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

•**Recommended Specialties:** Administration, Leadership

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle

MOBILE INFANTRY CREW LEADER

When dismounted, the crew leader acts as a fire team leader.

•**Available Specialties:** Driver, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

•**Recommended Specialty:** Leadership

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle with barrel-mounted Grenade Launcher

MOBILE INFANTRY MECHANIC

The mechanic is in charge of secondary weapon systems and serves as the unit's second in command. When dismounted, he serves as the gunner's assistant.

•**Available Specialties:** Driver, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Mechanic, Medic, Scout, Sniper, Weapon Repair

•**Recommended Specialty:** Mechanic

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle, Mechanical Tool Kit

MOBILE INFANTRY DRIVER

The driver serves as a rifleman when dismounted.

•**Available Specialties:** Driver, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Mechanic, Medic, Scout, Sniper, Weapon Repair

•**Recommended Specialty:** Driver

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle

MOBILE INFANTRY GUNNER

The gunner serves as heavy gunner when the unit dismounts.

•**Available Specialties:** Driver, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

•**Recommended Specialty:** Heavy Weapons

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Surrogate Heavy Duty Plasma Rifle

AUCTION ORDER & OPENING BIDS

- Squad Leader (\$5)
- Crew Leader (\$4)
- Crew Gunner (\$3)
- Driver (\$3)
- Mechanic (\$2)
- Team 1 Leader (\$4)
- Team 1 Heavy Gunner (\$3)
- Team 1 Rifleman (\$2)
- Team 1 Assist (\$2)

Use the order and opening bids for Team 1 for the Team 2 positions.



SPACE MARINE AIR CAVALRY

Air cavalry units conduct reconnaissance missions, raids, and assaults on objectives that are difficult to reach from the ground or behind enemy lines. They sometimes provide air support and perform extractions as well. The “Space Marine Air Cavalryman” Job covers familiarity with gunship weapons and tactics, and drop-pack training.

The air cavalry squad consists of a gunship crew and two fire teams. The gunship crew is made up of a Flight Officer, a co-pilot, and two gunners. The fire teams are identical to rifle squad fire teams.

Squad Equipment: Mjolnir Hammerstrike Mobile Gunship

AIR CAVALRY SQUAD LEADER

- Available Specialties:** Administration, Driver, Electronics Repair, [Environment] Ops, Gunship Pilot, Hand-to-Hand Combat, Heavy Weapons, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialties:** Administration, Leadership

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle

FLIGHT OFFICER

The flight officer is a warrant officer with the Job of “Space Marine Pilot” who serves as crew leader. In most games, the pilot will begin play as a Junior Flight Officer.

- Available Specialties:** Electronic Intelligence, Electronics Repair, [Environment] Ops, Heavy Weapons, Mechanic, Scout, Weapon Repair. The flight officer may also

specialize in piloting a particular class of vehicle (most likely Gunship for air cavalry flight officers).

- Recommended Specialty:** Mechanic

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle, Mechanical Tool Kit

AIR CAVALRY CO-PILOT

The co-pilot serves as the air crew’s second in command.

- Specialty:** The co-pilot is required to take the “Gunship Pilot” Specialty.

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Compensator Plasma Rifle

AIR CAVALRY CREW GUNNER

- Available Specialties:** Driver, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Leadership, Mechanic, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Heavy Weapons

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Surrogate Heavy Duty Plasma Rifle

If the crew are separated from their gunship, the Flight Officer acts as team leader, the co-pilot as rifleman, and the crew gunners as heavy gunner and assist.

AUCTION ORDER & OPENING BIDS

- Squad Leader (\$5)

- Flight Officer (\$5)

- Co-Pilot (\$4)

- Crew Gunner 1 (\$3)

- Crew Gunner 2 (\$3)

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- Team 1 Leader (\$4)
- Team 1 Heavy Gunner (\$3)
- Team 1 Rifleman (\$2)
- Team 1 Assist (\$2)

Use the order and opening bids for Team 1 for the Team 2 positions.

SPACE MARINE PLANETARY RECONNAISSANCE

Planetary Reconnaissance squads are responsible for surveying unexplored planets and areas to assess their potential resources, populations, and defenses. Squad members have the Job

of “Space Marine Planetary Recon,” which includes advanced training in wilderness survival, basic natural science, and intelligence gathering.

Unlike most squads, the planetary recon team is led by a commissioned officer and includes four warrant officers: Flight Officer, Medical Officer, Intelligence Officer, and Science Officer. They are escorted by two standard fire teams.

Squad Equipment: Dragonfly Class Light Transport Ship, Cobb Industries Multi-Use Labor Expediter

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Space Marine Planetary Recon



PLANETARY RECON SQUAD LEADER

- Job:** Space Marine Officer
- Starting Rank:** Second Lieutenant
- Available Specialties:** Administration, Appropriations, Driver, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Light Transport Pilot, Leadership, Mechanic, Medic, Planetary Recon, Scout, Sniper, Weapon Repair
- Recommended Specialties:** Administration, Light Transport Pilot, Leadership, Planetary Recon
- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Enhancer Heavy Duty Plasma Pistol

FLIGHT OFFICER

- Job:** Space Marine Pilot
- Starting Rank:** Junior Flight Officer
- Available Specialties:** Electronic Intelligence, Electronics Repair, [Environment] Ops, Heavy Weapons, Mechanic, Planetary Recon, Scout, Weapon Repair. The flight officer may also specialize in piloting a particular class of vehicle (most likely Light Transport for planetary recon flight officers)
- Recommended Specialties:** Light Transport Pilot, Mechanic, Planetary Recon
- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol, Mechanical Tool Kit

INTELLIGENCE OFFICER

- Job:** Space Marine Intelligence Officer
- Rank:** Junior Intelligence Officer
- Available Specialties:** Administration, Appropriations, Electronic Intelligence, Elec-

tronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Investigation, Light Transport Pilot, Leadership, Mechanic, Medic, Planetary Recon, Scout, Sniper, Weapon Repair.

- Recommended Specialties:** Electronic Intelligence, Human Intelligence, Planetary Recon, Scout

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol, Multi-Purpose Scanner

MEDICAL OFFICER

- Job:** Space Marine Medical Officer
- Rank:** Junior Medical Officer
- Available Specialties:** Administration, Electronics Repair, [Environment] Ops, Medic, Planetary Recon. The medical officer may also specialize in any specific type of medical practice or research. Examples: Biochemistry, Dentist, Field Surgeon, Pathologist, Veterinarian, etc.
- Recommended Specialties:** Field Surgeon, Pathologist, Planetary Recon, Toxicologist
- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol, Medical Kit, Medical Scanner

SCIENCE OFFICER

- Job:** Space Marine Science Officer
- Rank:** Junior Science Officer
- Available Specialties:** Administration, Electronic Intelligence, Electronics Repair, [Environment] Ops, Planetary Recon, Scout. Science officers may also specialize in any branch of science.



•**Recommended Specialties:** Anthropology, Geology, Planetary Recon, Psychology, Xenobiology, Xenobotany

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol, Field Testing Kit, Multi-purpose scanner

FIRE TEAMS

Fire teams are organized just like rifle squad fire teams, but may also take the Electronic Intelligence or Human Intelligence Specialty.

AUCTION ORDER & OPENING BIDS

- Squad Leader (\$8)
- Intelligence Officer (\$6)
- Flight Officer (\$5)
- Science Officer (\$5)
- Medical Officer (\$4)
- Team 1 Leader (\$4)
- Team 1 Heavy Gunner (\$3)
- Team 1 Rifleman (\$2)
- Team 1 Assist (\$2)

The order and opening bids for Team 2 are the same as for Team 1.

SPACE MARINE SECTOR PATROL

Sector patrol squads travel Galactic Empire space in search of unauthorized and distressed ships. Their job involves investigating those suspected of smuggling or other illegal activity, attacking enemy ships, conducting salvage operations, collecting tolls, and assisting ships in trouble who are operating legally. The "Space Marine Sector Patrol" Job includes training in boarding, pressure suit and zero-G operations, investigation, and salvage operations.

The sector patrol squad is led by a commissioned officer and consists of a flight crew (a co-pilot, a gunner, and a mechanic commanded by a flight officer), a science officer, and a boarding party led by an intelligence officer and made up of a sensor operator, a medic, a breacher, and three boarders.

Squad Equipment: Dragonfly Class Light Transport Ship, Cobb Industries Multi-Use Labor Expediter

SECTOR PATROL SQUAD LEADER

- Job:** Space Marine Officer
- Starting Rank:** Second Lieutenant
- Available Specialties:** Administration, Driver, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Leadership, Mechanic, Medic, Outer Ship Operations, Light Transport Pilot, Scout, Sector Patrol, Sniper, Weapon Repair
- Recommended Specialties:** Administration, Leadership, Light Transport Pilot, Sector Patrol
- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Enhancer Heavy Duty Plasma Pistol

SCIENCE OFFICER

- Job:** Space Marine Science* Officer
- Starting Rank:** Junior Science* Officer
- Available Specialties:** Administration, Electronic Intelligence, Electronics Repair, [Environment] Ops, Investigation, Scout, Sector Patrol. Science officers may also specialize in any branch of science.

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•**Recommended Specialties:** Astrophysics, Forensic Science, Mechanical Engineering, Medical Examiner, Sector Patrol, Psychology, Xenobiology

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol, Field Testing Kit, Multi-purpose scanner

*Title may be Engineering Officer or Medical Officer instead of a Science Officer, depending on Specialty

FLIGHT OFFICER

•**Job:** Space Marine Pilot

•**Starting Rank:** Junior Flight Officer

•**Available Specialties:** Electronic Intelligence, Electronics Repair, [Environment] Ops, Heavy Weapons, Mechanic, Outer Ship Operations, Scout, Sector Patrol, Weapon Repair. The flight officer may also specialize in piloting a particular class of vehicle (most likely Light Transport for sector patrol officers)

•**Recommended Specialties:** Mechanic, Light Transport Pilot

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol

CO-PILOT

•**Specialty:** The co-pilot must take the “Light Transport Pilot” Specialty

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol

SHIP’S MECHANIC

•**Available Specialties:** Electronic Intelligence, Electronics Repair, Heavy Weapons, Mechanic, Outer Ship Operations, Scout,

Light Transport Pilot, Weapon Repair

•**Recommended Specialty:** Mechanic

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol, Mechanical Tool Kit, Electronics Tool Kit

SHIP’S GUNNER

•**Available Specialties:** Electronic Intelligence, Electronics Repair, Heavy Weapons, Mechanic, Outer Ship Operations, Scout, Light Transport Pilot, Weapon Repair

•**Recommended Specialty:** Heavy Weapons

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol

INTELLIGENCE OFFICER

The Intelligence Officer is the commander of the boarding party.

•**Job:** Space Marine Intelligence Officer

•**Rank:** Junior Intelligence Officer

•**Available Specialties:** Administration, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Investigation, Leadership, Mechanic, Medic, Light Transport Pilot, Scout, Sniper, Weapon Repair

•**Recommended Specialties:** Appropriations, Electronic Intelligence, Investigation, Sector Patrol

•**Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Enhancer Heavy-Duty Plasma Pistol

SENSOR OPERATOR

The sensor operator acts as the scout for the boarding party, using various telemetry equipment to check radiation levels, atmosphere and



gravity readings, and the like. He also serves as second in command of the boarding party.

- Available Specialties:** Appropriations, Driver, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Leadership, Mechanic, Medic, Outer Ship Operations, Scout, Sniper, Weapon Repair

- Recommended Specialties:** Electronic Intelligence

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol, Multi-Purpose Scanner

BREACHER

The Breacher is familiar with common methods of gaining access to a ship and familiar with docking and boarding equipment.

- Available Specialties:** Appropriations, Driver, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Leadership, Mechanic, Medic, Outer Ship Operations, Scout, Sniper, Weapon Repair

- Recommended Specialty:** Infiltration, Outer Ship Operations

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol, Breaching Kit, Pressure Suit

MEDIC

- Available Specialties:** Appropriations, Driver, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Infiltration, Investigation, Leadership, Mechanic, Medic, Outer Ship Operations,

Scout, Sniper, Weapon Repair

- Recommended Specialty:** Medic

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol, Medical Kit, Medical Scanner

BOARDER

Boarders act as general muscle. They're the primary fighters for the boarding party, are responsible for guarding prisoners or quarantined passengers, and do the bulk of the heavy lifting for salvage operations.

- Available Specialties:** Appropriations, Driver, Electronic Intelligence, Electronics Repair, [Environment] Ops, Hand-to-Hand Combat, Heavy Weapons, Human Intelligence, Medic, Scout, Sniper, Weapon Repair

- Recommended Specialties:** Appropriations, Electronic Intelligence, Hand-to-Hand Combat, Outer Ship Operations

- Equipment:** Standard Equipment Kit, Helmet with Communications Device, H&L Booster Plasma Pistol

AUCTION ORDER & OPENING BIDS

- Squad Leader (\$10)
- Intelligence Officer (\$8)
- Science Officer (\$8)
- Flight Officer (\$6)
- Co-Pilot (\$5)
- Breachers (\$5)
- Ship's Mechanic (\$4)
- Ship's Gunner (\$4)
- Sensor Operator (\$4)
- Medic (\$4)
- Boarder (\$3)

SPECIALTIES

Like with most QAGS Words, players are encouraged to come up with their own Specialties. However, since Specialties are based on the character's Space Marine Job and therefore should be at least somewhat useful in military operations ("Music Trivia," for example, is not an acceptable Specialty), the range of possibilities is narrower than for most Words. This chapter describes the most common Space Marine Specialties, along with examples of actions to which the Specialty may apply.

GENERAL SPECIALTIES

ADMINISTRATION

The character is familiar with the space marine bureaucracy.

Sample Uses: Royalty and inspection rolls, quoting space corps directives, filing for transfer or Officer Training School

APPROPRIATIONS

The character is skilled at procuring equipment, both from the space marines and from independent vendors.

Sample Uses: Making sure your squad is issued the best available equipment, haggling with merchants, commandeering things in the name of galactic security

DRIVER

The character is skilled at operating all types of vehicles, from horse-drawn carriages to heavy construction equipment.

Sample Uses: Car chases, vehicular combat, trying to figure out how to use a vehicle's weapon system or other special functions

[CRAFT TYPE] PILOT

The character knows how to pilot a specific type of aerial, aquatic, or space vehicle. Craft types include light transport ships, gunships, starfighters, submarines, commercial aircraft, etc.

Sample Uses: Piloting, navigation, knowing how the craft operates

ELECTRONIC INTELLIGENCE

The character is trained to gather knowledge using electronic devices and computers.

Sample Uses: Planting a listening device, analyzing scanner data, recovering information from a computer that has been wiped clean

ELECTRONICS REPAIR

The character can fix electronic and computerized devices.

Samples Uses: Modifying a multi-purpose scanner's function, repairing a vehicle's targeting system, getting the printer to work

[ENVIRONMENT] OPS

The character is specially trained for operating in a particular kind of environment. Examples include arctic, mountain, forest, aerial (for rocketeers and aerial mech pilots), and outer ship.

Sample Uses: Finding water and shelter, identifying edible plants, using cloud cover to hide movements (aerial), locating an airlock on a ship that's being boarded (outer ship).

HAND TO HAND COMBAT

The character specializes in hurting people without resorting to guns, grenades, or thrown rocks.

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Sample Uses: Any combat roll for an unarmed attack or melee weapon

HEAVY WEAPONS

The character knows how to operate heavy rail-guns, artillery, and vehicle mounted weapons.

Sample Uses: Repairing a malfunctioning rail-gun, firing a plasma cannon, figuring out how to use a vehicle's weapon system

HUMAN INTELLIGENCE

The character knows how to get information out of people.

Sample Uses: Interrogating a prisoner, detecting whether someone is lying, fast-talking a guard

INFILTRATION

The character is skilled at getting into places--sometimes quietly, sometimes with explosives.

Sample Uses: Picking a lock, circumventing a

security system, using explosives to breach a wall or door

INVESTIGATION

The character has received basic training for conducting criminal investigations.

Sample Uses: Searching for clues, questioning witnesses, analyzing evidence

LEADERSHIP

The character is on the fast track to Officer Training School.

Sample Uses: Inspiring the troops, keeping the unit together during combat, enforcing rules and regulations

MECHANIC

The character can fix all kinds of machines, especially vehicles.

Sample Uses: Modifying a war cycle, repair-



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ing a spaceship's engine, looting a derelict ship for useful parts

MEDIC

The character has received advanced training in first aid, roughly equivalent to EMT training.

Sample Uses: diagnosing common illnesses, treating wounds, performing CPR

SCOUT

The character specializes in finding out things about the enemy without being detected.

Sample Uses: sneaking into an enemy base, detecting an ambush, identifying enemy resources

SNIPER

The character is good at shooting people before they even know he's there.

Sample Uses: Making precise shots, finding a good place to set up a sniper's nest, knowing a lot about high-powered rifles and scopes

WEAPON REPAIR

The character can fix all kinds of weapons.

Sample Uses: Repairing damaged weapons, modifying weapons, identifying offensive capabilities of an enemy vehicle or stronghold.

OFFICER SPECIALTIES

[SQUAD TYPE]

An officer with this Specialty has had the same specialized training as members of the squad. For example, an officer with the Rocketeer Specialty knows how to operate a rocket pack.

PILOT SPECIALTIES

A pilot may specialize in operating a particular type of craft.

Sample Pilot Specialties: light transport ships, gunships, starfighters, star destroyers

SCIENCE AND MEDICAL SPECIALTIES

Science and Medical officers may specialize in a particular branch of science or medicine.

Sample Medical Specialties: Cardiology, Dentistry, Field Surgery, Forensic Medicine, Oncology, Pathology, Toxicology

Sample Science Specialties: Anthropology, Astrophysics, Computer Science, Electrical Engineering, Forensic Science, Geology, Mechanical Engineering, Psychology, Weapons Design, Xenobiology

PSYCHIC SPECIALTIES

As noted in chapter 3, all psychic characters must take at least one Specialty. Sample psychic Specialties include:

- **Telekinetic:** The character can move things with his mind.
- **Telepath:** The character can read the minds of others and send telepathic messages.
- **Remote Viewer:** The character can sense what's going on in far-off locations.
- **Electropathic Pilot:** The character can mentally control ships.
- **Electropathic Driver:** The character can mentally control land vehicles.
- **Electropathic Gunner:** The character can mentally control weapon systems.
- **Psychic Healing:** The character can heal others with the power of his mind. The amount of damage healed is equal to half the psychic's Gimmick roll. The power can only be used once per injury.
- **Psychic Combat:** The character can cause physical damage to others with his psychic powers. Treat as a normal attack roll, but the victim defends with a Nerve roll.

GAME RULES

This chapter covers the unique additional rules needed to run a *Self-Made Space Marine* game.

ROYALTY PAY AND PROMOTION

While plunder is simple enough for the players to divvy up using basic math and common sense, the accounting practices used to determine a space marine's monthly royalties would require several volumes to explain and actually trying to calculate them simply wouldn't be practical. Therefore, we've designed a game mechanic to approximate the royalties owed each marine. Since the metrics that the Space Marine Corps uses to evaluate soldiers for promotion is equally byzantine, we've set up the pay system to account for promotions as well. These rolls should be made at the beginning of each game month, though the exact pay schedule (weekly, bi-weekly, monthly) is up to the GM.

Enlisted men roll a d20 against the number portion of their Pay Grade (plus or minus any modifiers--see sidebar). If the roll is a success, multiply it by the pay modifier for the

letter portion of the character's pay grade to determine how many space credits the marine earns in royalties for the month. If the roll fails, the character earns a number of space credits equal to his pay modifier minus his Failure Degree (roll minus pay grade number). On a Bad Break (natural 20), the character subtracts double the roll from his pay modifier. If the result is negative, the character actually owes the Space Marine Corps money due to adjustments, administrative fees, and other deductions. On a Lucky Break, the character is promoted by one rank.

Additionally, if the character's roll is successful and at least half the number portion of his Pay Grade, the number portion of his Pay Grade goes up by 1. When his Pay Grade reaches 20, the letter portion of his Pay Grade goes up to the next level and the number portion goes back to 5 + 1 for each rank the character has attained above Marine. When the pay grade letter changes, the character is automatically promoted. When the letter portion of the pay grade goes to "C," the character becomes a citizen.

PAY GRADE MODIFIERS				
Enlisted Men/NCOs		Commissioned Officers		
Pay Grade	Modifier	Pay Grade	Modifier	Base Pay
E	20	SL	200	1,000
M	50	Lt	500	2,750
V	100	Capt	1,000	6,000
C	200	Maj	2,000	13,000
Warrant Officers		LtCol	5,000	35,000
JW	100	Col	10,000	75,000
WO	200	Gen	50,000	400,000
SW	500	Arc	100,000	850,000
CW	1,000	GrArc	1,000,000	1,000,000

For warrant officers, monthly pay is equal to the number portion of their Pay Grade times the pay modifier for the letter portion. Even though the pay is set, the warrant officer still gets to roll to see if his pay grade increases. If a Warrant Officer rolls a Lucky Break, he gets promoted and the letter portion of his Pay Grade increases to match his new rank (the number portion stays the same). If the warrant officer gets promoted because the

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number portion of his Pay Grade reached 20, the number portion of his pay grade resets to 10 for Warrant Officer rank and 12 for Senior Warrant Officer, and 15 for Chief Warrant Officer.

Officers' pay works just like the pay for enlisted men, but they always get at least the base pay for their rank, regardless of roll.

Promotion works as outlined for Warrant Officers, but the reset number for promotions caused by a Pay Grade number of 20 is equal to 10 plus 1 for every rank above Second Lieutenant.

EQUIPMENT RELIABILITY

Because the equipment space marines are required to use is often made by sellers who benefit from a captive market, it's not exactly top of the line. Every piece of approved space marine equipment therefore has a Reliability rating, expressed as a number between 9 and 19. Whenever a character using the item rolls higher than the item's Reliability, the item malfunctions or fails to work in some way (this usually means that the action being attempted fails, even if the roll would have otherwise been a success).

To determine the nature of the malfunction, make another d20 roll. If the second roll is less than the item's Reliability, the malfunction is relatively minor and easily corrected: a power cell on a gun has run out, there's no more gauze in the med kit, or the software on a sensor unit crashes, requiring a reboot. If the



second roll is higher than the item's Reliability, the malfunction is due to a problem that will be time consuming and/or expensive to repair. A character with the appropriate repair or mechanic ability may attempt to temporarily jury-rig the item by rolling against a DN equal to $\frac{1}{2}$ the item's Reliability (however, it should be noted that such repairs violate the Uniform Military Code in most circumstances).

If no roll is required to use an item, it's up to the GM whether or not the player has to make a Reliability roll. For items that are essentially in constant use--items of clothing, for example--the GM should only require rolls when the character engages in activities that could potentially damage the equipment.

INSPECTIONS

The Space Marine Corps conducts regular inspections of its soldiers, and those who fail are subject to fines or disciplinary actions. Violating the Uniform Military Code publicly or in easily-detectable ways and annoying superior officers are good ways to invite inspections,

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but even squads who do everything by the book are subject to random inspections. At the beginning of each game month, roll a d20. For each member of the squad who has committed a violation of the UMC in the past month, add 1 to the roll. If any member of the squad has done something to raise the ire of a superior officer, add another 5. If the total is greater than 15, the squad has been targeted for an inspection.

The inspection is divided into two sections: individual inspections and the general inspection. During the individual inspections, each member of the squad must demonstrate that he is fit for duty and that his personal equipment and living area are in compliance with the Uniform Military Code. The general inspection involves inspecting squad equipment and testing the squad for overall discipline, teamwork, and readiness.

There will probably be some violations of the Uniform Military Code that the PCs are fully aware of. For example, maybe a vehicle has been repaired using unapproved parts or somebody has some contraband booze hidden somewhere in the barracks or aboard the ship. In these cases, the inspector may notice the violation by making a successful Brain roll unless the PCs take action to cover up the violation or distract the inspector. In that case, it's up to the GM to decide how to handle the situation depending on what steps the characters take to keep the violation from being noticed.

Even if the PCs are not knowingly in violation of the UMC, the inspectors will always find at least a few violations. For individual inspections, each player makes a Job roll. If the roll fails, the character is cited for a major violation. If the roll succeeds, the player is

cited for a number of minor violations depending on the roll: 1-5: 3 minor violations; 6-10: 2 minor violations; 11-15: 1 minor violation; 16+ (or Lucky Break): no violations found. To determine violations found during the general inspection, add up all the individual violations, counting major violations as 5. The tens digit of the total is the number of major violations and the ones digit is the number of minor violations.

If the GM wishes to enumerate the specific violations of the Uniform Military Code that the PCs are found to be violating, we encourage her to embrace Kafkaesque absurdity.

SAMPLE UMC VIOLATIONS

Minor Violations

- Frayed shoe laces
- Invalid haircut
- Unflattering nickname
- Moral turpitude
- Halitosis
- Keeping pets in the barracks
- Possession of pornographic materials
- Slovenly appearance
- Swamp ass
- Gender-inappropriate underwear
- Inappropriate use of military equipment
- Spinach stuck in teeth

Major Violations

- Unapproved equipment
- Harboring fugitives
- Theft of military equipment
- Destruction of military property
- Keeping vicious animals in the barracks
- Possession of slash fiction/tentacle porn
- Excessive body odor
- Treason
- Sedition
- Insubordination
- Arson
- Tax Evasion
- Pornographic use of military equipment



FINES

Individuals found to be in violation of the Uniform Military Code are fined 50 credits for each minor violation and 200 credits for each major violation. In addition, any soldier with fines adding up to 500 credits or more is subject to an additional penalty of 100 credits and any soldier with fines totalling 1000 will have court martial charges brought against him. If a soldier cannot pay his fine out of pocket, he receives one lash for every 10 credits owed and must subtract 1 from the numerical portion of his Pay Grade for every 100 credits owed. If this reduces the number to 0 or less, it will increase by 1 for each completed mission until it reaches 1.

Squads are assessed a 100 credit fine for minor violations and a 500 credit fine for major violations. Half of this total is collected from the squad leader and the rest of the fine is divided equally between all squad members. If a squad amasses over 2500 credits in fines, the squad leader is demoted and a new squad leader appointed to his position.

MASS COMBAT

During the game, there will probably be times when the PC squad is part of a larger military operation. When that happens, you'll need some way to decide how all the nameless GMC soldiers on both sides are doing. Below is a quick (and extremely abstract) way to handle mass combat.

1. Assign each army an Army Number between 6 and 16. This represents manpower, effectiveness, communications, and every other aspect of the army's ability to win its objective. The final Army Numbers should represent the army's power relative to its op-

ponent. So if both armies are evenly matched, they'll probably both start out with Army Numbers of 11. If one is much more powerful than the other, it will probably have an Army Number of 16 while the weaker army only has a 6.

2. Determine a time frame for each round of mass combat. This will depend on the nature of the battle and the size of the armies involved. A skirmish between advance scouts may have rounds lasting 20 minutes, but each round of a siege might be a week.

3. Each round, the armies make a resisted roll against one another using their Army Numbers. For every 5 points by which the winner beats the loser, the loser loses 1 point from its Army Number.

4. In between rounds, the PCs should play out their attempts to complete whatever mission(s) they have been assigned. A successful mission by the PCs will typically reduce the opposing army's Army Number, though in some cases (for example, if the mission was to recover a powerful weapon or recruit backups) it may increase the Army Number of the PCs' side.

5. When either side's Army Number reaches zero, it loses the battle.

EQUIPMENT

This chapter provides basic information, including standard pricing and game stats, for weapons, vehicles, and other equipment that space marines will need to carry out their duties. Because soldiers must use approved equipment if they want to avoid UMC violations, this chapter only lists items made by manufacturers who have been approved as official suppliers. Non-approved equipment, as a general rule, will have a lower cost and higher reliability rating than the items described here.

WEAPONS

PLASMA WEAPONS

A plasma weapon fires a high-energy pulse of super-heated ionized gas capable of burning through flesh and most other materials not specifically designed to withstand plasma fire. Plasma weapons are available in both pistol and rifle form and come in standard and high-power versions.

RAILGUNS

Despite the many advantages of plasma weapons, nothing is more reliably deadly than chunks of metal traveling at high speed, espe-

cially if there are a lot of them. When it's time to put a lot of lead in the air, the space marine corps relies on the railgun, which is available in sizes ranging from "man portable" to "goodbye, moon."

GRENADES

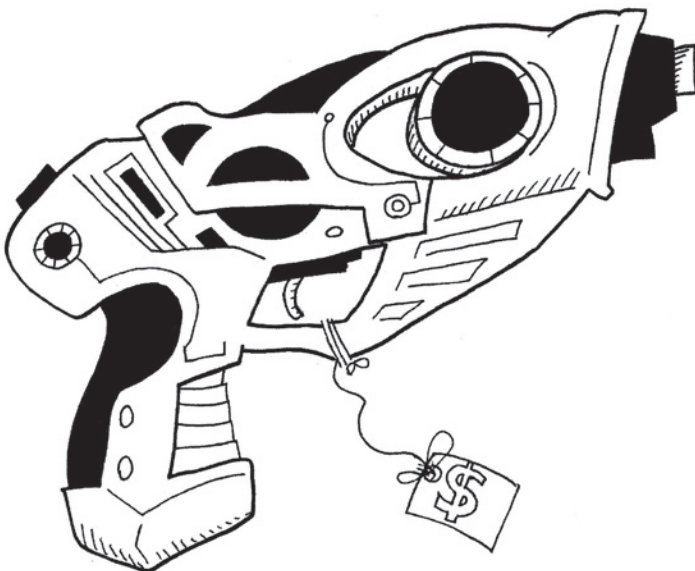
When you're dealing with multiple enemies, it's often easier to blow up, blind, or poison them all at once rather than shoot them each individually, which is why grenades have been standard-issue military equipment for thousands of years. The types of grenades most commonly used by the Space Marines are:

- Flash Bang:** When this grenade goes off, everyone within 10 feet must make a successful Body roll or suffer a -4 to all actions due to disorientation. The penalty decreases by 1 each round until it goes away completely 5 rounds after the explosion.

- Gas:** Gas grenades, as the name implies, release some kind of gas into the air. For the tear gas most commonly used, anyone who enters the area affected by the gas must make a Body roll each round. On a successful roll, the character can function normally with a -2 penalty to all rolls. A failed roll means the character is incapacitated for a number of rounds equal to the Failure Degree of the roll.

- Fragmentation:** When this grenade goes off, everyone within 20 feet must make a Body roll. Those who fail take damage equal to 15 plus their Failure Degree. Those who succeed take damage equal to 15 minus their Success Degree.

- Incendiary:** This works like a fragmentation grenade but has a radius of 40 feet. In addition, anyone who takes damage from the





grenade catches fire with an On Fire Number equal to the damage.

- **Thermite:** Thermite grenades are normally used for burning through inanimate objects. If a living creature is hit by a thermite grenade, it catches fire with an On Fire Number of 40.

ROCKETS

Rockets are essentially really big bullets with explosives packed into them.

- A small rocket hits with a Damage Bonus of +5 and the ensuing explosion treated like a fragmentation grenade, but with a base damage of 10.

- A medium rocket hits with a Damage Bonus of +10 and the ensuing explosion treated like

a fragmentation grenade, but with a base damage of 25.

- A large rocket hits with a Damage Bonus of +20 and the ensuing explosion treated like a fragmentation grenade, but with a base damage of 50.

MELEE WEAPONS

Except for the quality exhibited by all UMC-approved weapons, melee weapons work just like they would in any other QAGS game. The table below lists standard prices and Damage Bonuses for common melee weapons.

WEAPON TABLE			
Weapon	Damage Bonus	Reliability	Cost
H&L Booster Plasma Pistol	+4	16	150
H&L Enhancer Heavy-Duty Plasma Pistol	+5	16	250
H&L Compensator Plasma Rifle	+5	15	250
H&L Surrogate Heavy-Duty Plasma Rifle	+6	15	400
Ventura BAW-9000 Portable Rail Gun	+10	12	700
Ventura BAW-9001 Portable Rail Gun	+10	16	1000
FragCo Flash-Bang Grenade	NA	18	10
FragCo Tear Gas Grenade	NA	18	15
FragCo Fragmentation Grenade	NA	17	20
FragCo Incendiary Grenade	NA	16	30
FragCo Thermite Grenade	NA	15	50
Parsons Light Rocket	NA	12	100
Parsons Medium Rocket	NA	12	250
Parsons Heavy Rocket	NA	12	500
Police Baton	+2	20	10
Combat Knife	+2	19	10
Fire Axe	+3	19	20
Dress Saber	+3	15	25
Switchblade	+2	17	5
Brass Knuckles	+1	20	5



WEAPON ACCESSORIES

TACTICAL LIGHT

It's a flashlight that can be mounted on a gun. Very high-tech stuff. Reliability: 19; Cost: 15.

GRENADE LAUNCHER

Much more powerful and accurate than just throwing them. May be mounted under the barrel of a rifle or purchased as a stand-alone unit. Reliability: 15; Cost: 100.

ROCKET LAUNCHER

Absolutely required for launching rockets. Reliability: 12; Cost: 100 for light, 250 for medium, 500 for heavy.

SCOPE

Reduces or eliminates attack penalties due to range. Not available for rail guns. Reliability: 17; Cost: 75.

SMART TARGETING SYSTEM

Computerized targeting system with outputs to any INFODUMP screen. Gives the character a +1 bonus to attack rolls. Reliability: 14; Cost: 150.

PERSONAL PROTECTIVE GEAR

BODY ARMOR

While space marines aren't required to wear body armor, it is highly recommended. A basic flak jacket costs 150 Space Credits and gives the wearer an Armor Rating (AR) of +1. Sturdier armor costs an additional 50 credits per point of AR and can have an Armor Rating of up to +5 (which costs 350 credits). Since standard armor does not protect against plasma weapons, marines are encouraged to invest in a Plasbestos coating for their armor. Plasbestos-coated armor grants its full Armor Rating against plasma weapons and costs twice as

much as non-coated armor. Body Armor has a Reliability of 15 which must be rolled whenever the wearer takes damage equal to twice the armor's AR. If the roll fails, the armor's AR is reduced by 1. More reliable armor (up to Reliability 19) may be purchased for 50xAR credits more.

PRESSURE SUIT

A standard-issue pressurized space suit has an Armor Rating of +1 and life support for up about 18 hours. Reliability: 18; Cost: 250. An armored pressure suit costs an additional 100 credits per point of AR up to +5.

HIGH-ALTITUDE FLIGHT SUIT

Used for operating jet packs and other open-air equipment at high altitudes without freezing to death. Reliability: 18; Cost: 75. May be armored up to AR +2 for 50 credits per point.

ATMOSPHERE SUIT

Allows the wearer (who is hopefully equipped with a rocket pack, or at least a parachute) to breach a planet's atmosphere from low orbit without burning to a crisp. The suit also functions as a high-altitude flight suit and has an Armor Rating of +1. Reliability: 17; Cost: 300. May be armored up to AR +3 for an additional 100 credits per armor point.

EQUIPMENT KITS

Keeping track of every single item a character is carrying becomes tedious very quickly. In order to avoid this headache, Self-Made Space Marine treats collections of related gear as a single piece of equipment called a kit. Whenever the GM isn't sure whether a particular item is included in a kit, roll a d20. If the result is greater than or equal to the kit's reliability, the desired item is either not included

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or doesn't work. For long missions, reliability may also be used to determine whether or not the character has run out of consumable items like bandages or water purification tablets.

STANDARD EQUIPMENT KIT

Includes the character's backpack, camping and survival gear, mess kit, toiletries, and other personal equipment. Cost: 50 for Reliability 12, +10 credits for each additional point of Reliability.

FIRST AID KIT

Contains bandages, medicine, and other first aid supplies. A personal first aid kit has a Reliability 10 and costs 10 credits. Each additional point of reliability costs 10 credits up to a full field surgery kit with Reliability 19 (100 credits).

BREACHING KIT

Includes lockpicks, demolitions equipment, bolt cutters, and other gear useful for gaining entry into a secure area. A Reliability 15 kit costs 200 credits. Each additional point costs 50 credits.

TOOL KITS

Tool kits contain basic tools and supplies for building or repair a specific type of equipment. Varieties include:

- Electronics:** Used for fixing computers and other electronic devices. 50 credits for Reliability 15, +10 per additional point.
- Mechanical:** Used for fixing cars, bikes, and ships. 100 credits for a basic Reliability 15 kit, +25 per additional point.
- Construction:** Used for build-

ing fortifications and other structures. A basic construction tool kit with a Reliability of 15 costs 150 credits. Each additional point costs 50 credits.

- Field Testing:** Contains assorted equipment useful in conducting scientific testing in the field. Cost is 100 credits for a kit the Reliability 12, 50 credits for each additional point.

OTHER EQUIPMENT

MULTI-PURPOSE SCANNER

The INFODUMP Multi-Purpose Scanner is a hand-held or vehicle-mounted computer that can be equipped to scan for a variety of different kinds of information. Visuals may be uploaded to any INFODUMP screen and audio information by be transmitted to a standard com device. A basic unit costs 250 credits, has a Reliability of 16, and can perform the following types of scans:

- Atmospheric:** Analyzes the chemical makeup of the atmosphere, detects dangerous airborne pollutants and poisons, and measures temperature, humidity, barometric pressure, and other atmospheric conditions.



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- Geological:** Creates digital maps, acts as a global positioning device, measures electromagnetic activity, and can be set to scan for the presence of a particular type of material (metal or water, for example).

- Biometric:** Can detect signs of life and can be used to scan a particular person's heart rate, blood pressure, and other vital signs.

- Communications:** Can scan for active communications channels and receive most unencoded transmissions.

Specialty scanners for medical diagnosis, language translation, chemical analysis, or electronic diagnostics are also available for 500 credits. These provide the user with a +2 bonus the appropriate kind of roll.

COMMUNICATIONS DEVICE

Consists of an earbud with a built-in microphone and a transmitter/receiver about the size of a AAA battery. Reliability: 19; Cost: 25.

SMART HELMET

A smart helmet contains a built-in communications device and INFODUMP face shield. Reliability: 17; Cost: 75. May be equipped to function as night vision or infrared goggles for an additional 50 credits.

SMART GOGGLES

Essentially a smart helmet, but more stylish and without the head protection. Reliability: 15; Cost: 25.

JET PACKS

Jet packs allow the wearer to fly for up to 30 hours on a single power cell under typical non-combat conditions, but whenever the wearer is required to make frequent and rapid changes in direction and speed (as is usually the case in combat), the power lasts about half as long. Jet

Packs have the following traits:

- Maneuverability:** This trait describes the pack's speed and handling. Whenever the wearer makes a roll to keep the movement of the pack under control, apply the Maneuverability modifier to the Number the character is rolling against.

- Stability:** Measures how steady the rocket pack is when hovering or coasting and is applied to rolls for ranged combat and similar actions.

STERLING SPARROW

The Sparrow is a light pack built for speed and maneuverability. It's commonly used by scouts and skirmishers, who must land before engaging the enemy, since it's almost impossible to fire accurately while flying the thing.

Cost: 1000

Maneuverability: +4

Stability: -6

STERLING RAPTOR

The Raptor offers a decent mix of stability and maneuverability and is the standard issue jet pack for space marine rocketeers.

Cost: 1000

Maneuverability: +1

Stability: -3

STERLING THUNDERBIRD

The Thunderbird is practically a one-man mobile firing platform, but is not built for fancy flying. It's commonly used by rocketeers equipped with railguns or heavy-duty plasma rifles.

Cost: 1000

Maneuverability: -2

Stability: 0

POWER ARMOR

In addition to serving as armor, power armor includes a mechanical exoskeleton that enhances the wearer's strength and may include on-board weapons, sensor arrays, targeting systems, and even jet packs. Mechanically, power armor has the following traits:

- Armor Rating:** This is the amount of damage that the armor absorbs each time the wearer is hit. If an attack does more damage than the Armor Rating, apply it to the character inside. All power armor comes standard with Plasbestos polymers to protect against plasma weapons.

- Reliability:** This works just like the reliability rating of other military equipment.

- Hit Points:** This is the amount of damage the armor can absorb before it's too damaged to continue functioning. As long as the armor still has a positive HP value, a character with the appropriate training can repair the armor, restoring a number of HP equal to his roll. A repair attempt takes about an hour.

- Strength Bonus:** Whenever a character wearing power armor attempts to jump, smash something, or lift something heavy, he gets this bonus to his Body roll. This bonus is also used as a Damage Bonus when the wearer punches, kicks, or otherwise manhandles an opponent.

- Precision Penalty:** It's hard to do needle-point or break dance while wearing power armor. This penalty applies to all rolls requiring delicacy or grace.

- Enhancement Capacity:** This is the number of additional options that can be integrated into the suit above and beyond the standard options.

- Options:** This section describes weaponry and other equipment that comes standard on the armor. A character wearing power armor with multiple weapon systems may attack with up to 4 different weapons per round (including his standard-issue plasma gun or railgun, if he's carrying one), but suffers a -2 penalty for the second attack, -4 for the third, and -8 for the fourth.

BANDICOOT MARK III LIGHT POWER ARMOR

The most basic of all power armors, the Bandicoot Mark III is essentially just an armored exoskeleton. Although considered all but useless by mechanized outfits, it is occasionally used by squad members of regular infantry units who regularly come under heavy fire or engage in strenuous physical labor.

Cost: 1000

Armor Rating: +4

Reliability: 15

HP: 30

Strength Bonus: +2

Precision Penalty: -3

Enhancement Capacity: 3

Options: None

WALLABY MARK VII AERIAL BATTLE SUIT

As a power armor suit, the Wallaby is only slightly more advanced than the Bandicoot, but it is equipped with thrusters and a light rocket pack which allows the wearer to fly and fire from the air (see the rules for Jet Packs; the Wallaby has a Maneuverability +2, and Stability -2).

Cost: 2500

Armor Rating: +6

Reliability: 14

HP: 40

Strength Bonus: +2

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Precision Penalty: -3

Enhancement Capacity: 5

Options: Smart Helmet

DINGO MARK I MEDIUM BATTLE SUIT

Sales reps will claim that the Dingo has never been revised because the engineers at Northwind Limited got it right the first time. It would probably be more accurate to say that it's such a boring battle suit that the engineers never cared to make any serious revisions. The Dingo is the standard model by which standard models are measured.

Cost: 3000

Armor Rating: +8

Reliability: 12

HP: 50

Strength Bonus: +3

Precision Penalty: -5

Enhancement Capacity: 8

Options:

- Smart Helmet
- Wrist mounted launcher with 6-shell magazine (treat as grenades; standard suit comes with 2 flash-bang, 2 fragmentation, and 2 incendiary)

WOMBAT MARK XXVI HEAVY BATTLE SUIT

If you can imagine wearing a tank, you'll have some idea of what the Wombat is like.

Cost: 5000

Armor Rating: +10

Reliability: 16

HP: 100

Strength Bonus: +6

Precision Penalty: -5

Enhancement Capacity: 10

Options:

- Smart Helmet
- Two back-mounted, shoulder-launched medium rockets

• Wrist mounted shell launcher with 6-shell magazine (treat as grenades; standard suit comes with 2 flash-bang, 2 fragmentation, and 2 incendiary)

• Shoulder-mounted mini plasma cannon (Damage Bonus +5)

POWER ARMOR ENHANCEMENTS

Every suit of power has an Enhancement Capacity that measures the number of open "slots" that can be filled with additional weapons and equipment. The enhancements, along with cost and the number of slots they take up, are described below. Enhancements use the armor's reliability rating.

Friggin' Huge Melee Weapons

Because power armor enhances the wearer's strength, it allows him to use ginormous swords, axes, and other weapons that are far too heavy to be used by mere mortals. These weapons cost triple the normal price and have double the usual Damage Bonus.

Small Rockets

The rocket launcher can be mounted on the arm or shoulder, costs 200 credits, and takes up a single enhancement slot. Additional rockets take up one slot each.

Medium Rockets

The launcher is mounted on the back of the suit and swings up to fire from the shoulder. It costs 500 credits and takes up 2 enhancement slots. Additional rockets take up two slots each.

Mini Plasma Cannon

Usually shoulder-mounted, the mini-plasma cannon has a Damage Bonus of +5, takes up 2 enhancement slots, and costs 300 credits.

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Shell Launchers

May be mounted on the shoulder or wrist and holds up to 6 shells. Cost: 150; Slots: 1. Shells cost the same as the corresponding grenades. A spare magazine of shells takes up one enhancement slot and costs 50 credits.

Weapon Targeting System

Eliminates range penalties and gives the user a +1 bonus to attacks. The system can be used for all on-board ranged weapons and has ports for plugging in additional weapons with smart targeting systems.

Reinforced Armor

Costs 100 credits and takes up 2 enhancement slots for every +1 Armor Rating above the base. Every additional point of armor increases the mech's HP by 10. For every 2 additional points of armor, the mech suffers an addition -1 precision penalty.

Strength Enhancement

For every +1 bonus, the enhancement costs 100 credits and takes up 1 slot.

Stealth Mode

Although it's impossible to be sneaky in power armor, the stealth enhancement does make the suit a little quieter and makes it more difficult to detect with electronic surveillance methods. Cost: 250; Slots: 2

Hostile Environment Mod

The suit is watertight, can be pressurized, is shielded from temperature extremes, and includes life support for up to 18 hours. It can be used underwater, in space, and in other inhospitable climates and can function as an atmosphere suit. Cost: 1000; Slots: 3

Thrusters

Thrusters can be used to control movement in space or underwater, to enhance jumping ability, and to slow the wearer's descent if he falls off a cliff or jumps out of a plane. They give the wearer +2 to rolls for jumping, swimming, and maneuvering in the void of space and prevent falling damage if engaged before the wearer hits the ground (if there's a question, have the PC make a Job roll). Cost: 500; Slots: 1

Magnetization

Allows the suit to be turned into a giant magnet, which will give the user bonuses (determined by the GM) for things like holding onto metallic objects, climbing metal structures, and confusing juggalos. Cost: 250; Slots: 1

Laser Cutter

This small high-power laser beam can be used to cut nearly anything. If used against a living creature (-2 to attack roll unless the target is unable to move), it has a DB of +6. Cost: 200; Slots: 1

Onboard Computer

The onboard computer feeds into a suit's Smart Helmet and is completely voice-activated. Cost: 100; Slots: 1

Multi-Purpose Scanners

Any type of multi-purpose scanner may be incorporated into a suit of power armor for 50 credits more than the regular cost of the scanner. Each scanner takes up one enhancement slot.

VEHICLES

This chapter covers basic vehicle rules for squad types who rely on vehicles to carry out their missions. Because of the range of vehicle types found in *Self-Made Space Marine*, we've borrowed from Joshua Burnett's vehicle and spaceship rules as presented in *J.I.N.G.O.* and *Rocket Jocks* and attempted to combine the two systems so that the same rules can be used on land, in the air, or in space (in theory they'll also work for vehicles on the water, but we make no promises).

All vehicles have the following traits, in addition to Reliability:

- Quality:** Most rolls involving vehicles are based on the Words and Numbers of the character controlling the vehicle; for example, to pilot a spaceship, the player rolls his "Space Marine Pilot" Job. However, there will occasionally be instances when an action is being performed by the vehicle itself. For example, if a ship enters an asteroid field while the pilot's asleep, it will be up to the proximity sensors and autopilot software to make sure the ship doesn't get smashed. Rather than try to anticipate and provide separate stats for every situation like this, we've just given each vehicle a generic "Quality" stat that can be used whenever the crew's Words aren't relevant.

- Scale:** Scale measures the relative size of an object and ranges from 0 (humans) to 20 (space stations). While there are some specific applications for a vehicle's scale, the GM can also use the difference in Scale as a modifier whenever she feels that the size difference gives one side a clear advantage. While this advantage usually goes to the larger vehicle, that's not always the case. For example, if a motorcycle is trying to outrun an armored car

on crowded streets, the bike's maneuverability will give it a distinct advantage. In general, vehicles with a Scale of 11 or higher are incapable of atmospheric flight. Additionally, a weapon cannot damage a vehicle unless its Damage Bonus is higher than vehicle's Scale.

- Maneuverability:** Maneuverability measures the vehicle's handling and speed and is applied to most pursuit and evasion and stunt rolls. Maneuverability ranges between -5 and +5

- Shield Rating:** A vehicle's Quality and Scale account for its physical durability, but some vehicles are equipped with force fields or other defense systems, which are represented by the vehicle's Shield Rating. Shield Rating works just like a character's Armor Rating; whenever a ship is hit, subtract the Shield Rating from the damage total.

- Lurch Threshold:** Lurch Threshold is equal to the vehicle's Quality x Scale. Whenever a vehicle takes damage equal to or greater than its Lurch Rating, it experiences a Bridge Lurch. All passengers must make an immediate Body roll. Anyone who fails loses his next action and takes damage equal to the Failure Degree of the roll from being bumped around, hit by flying objects, sprayed with sparks, etc.

- Hull Points:** Hull Points are Hit Points for vehicles. When a vehicle's Hull Points reach zero, it stops functioning until fixed. For spaceships, submarines, and other vehicles with life-support systems, the backup power will continue to function for a number of hours equal to the vehicle's Quality. If a vehicle's Hull Point total drops to negative its Quality Number, the vehicle suffers catastrophic destruction, usually an explosion.

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Hull points are equal to (Quality - Maneuverability) x Scale x 5.

•**Gimmicks and Weaknesses:** Some vehicles also have Gimmicks and Weaknesses, which work just like PC Gimmicks and Weaknesses.

•**Options:** Describes weapons systems and other cool toys.

FIRING AT PASSENGERS

When making a ranged attack against a vehicle's passenger, the target does not make a defense roll. Instead, the attacker must roll against a Difficulty Number based on the amount of protection provided by the vehicle. Typical DNs listed below, but keep in mind that these DNs only account for the physical protection offered by the vehicle. Speed, range, and other factors may also affect the DN required to hit a target.

•**DN 3:** Vehicle offers almost no protection (target is standing in plain view just inside an open cargo hatch or door or riding a motorcycle with no windshield)

•**DN 5:** Vehicle offers little protection (more than half of the target's body is exposed; for example, a character who is leaning out of an open window or cargo hatch)

•**DN 10:** Vehicle offers moderate protection (more than half of the target's body is protected; the driver of a typical passenger car would fall into this category)

•**DN 15:** Target is well-protected (the target is completely or almost completely protected and only partially visible to the attacker; a passenger sitting in an aisle seat in the middle of a crowded bus, for example).

•**DN 19:** Target is all but impossible to hit

(attacker can't see target, but can guess from the vehicle's design that there should be someone there; in this case, if the attack hits, the target may subtract the vehicle's Scale as if it were an armor rating).

FIRING BLIND

In some cases, an attacker may wish to fire into the crew compartment or cargo hold of a vehicle in hopes of hitting a crew member. In order to do so, the attacker's weapon must have a Damage Bonus greater than the vehicle's Scale. If the attack succeeds, everyone inside the passenger compartment makes a normal dodge roll. For automatic fire (for example, from a railgun), everyone in the targeted space makes a regular dodge roll and everyone who rolls less than the attacker is hit. If a single shot was fired, the person with the highest Failure Degree (or lowest Success Degree, if all passengers succeed) is hit. If there is a tie for the worst roll, all of the tied characters are hit (the bullet nicks or perforates one target and ricochets into another one or more times before finally coming to a stop).

BUMPING AND RAMMING

In some cases, vehicles may decide to play demolition derby with one another. When this happens, the driver or pilot initiating the attack has two options: bump or ram. A bump is designed to make the other driver lose control of his vehicle without causing any major damage to either vehicle (at least not with the collision--if the bump works, the resulting crash may cause considerable damage to the target vehicle). A ram, on the other hand, is a desperation move meant to cause massive damage to the target (with the understanding that the attacker's vehicle will also suffer heavy damage).

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When a vehicle operator attempts to bump an opponent, both make driving or piloting rolls with the following results:

- If both pilots fail, treat as a ramming attack with both vehicles taking damage as if the other vehicle were the attacker.
- If the defender wins the roll, the attacker fails to make contact.
- If the attacker wins the roll, he bumps the opposing vehicle, causing damage equal to Success Degree + Attacking Vehicle's Quality + Attacking Vehicle's Scale and the attacker takes damage equal to half the damage suffered by the defender. In addition, the target driver must immediately make a driving check with a negative modifier equal to the attacker's Success Degree. If the roll fails, the driver loses control of the vehicle, the results of which the GM will have to determine based on the situation at hand.

For ramming attacks, drivers make opposed driving rolls with the following results:

- If both rolls fail, both vehicles take damage as if the other vehicle were the attacker.
- If the defender wins, he avoids the ram attack.
- If the attacker wins, the defending ship takes damage equal to (Success Degree + Attacking Vehicle's Quality) x Attacking Vehicle's Scale. The attacking vehicle suffers half this amount of damage.

FLIGHT AND PURSUIT

When one vehicle wants to outrun another, the GM should set a Chase Goal between 1 and 20 based on how difficult it will be for the fleeing vehicle to escape based on the environment in which the chase is taking place and the relative speeds of the vehicles involved. A motorcycle

chase through crowded city streets may only require the fleeing driver to achieve two successes since a single change in direction that the pursuer doesn't see can effectively end the chase. A chase through open space, on the other hand, could easily have a Chase Goal of 15 or more since the fleeing vessel can only escape by getting out of the pursuer's sensor range or by putting so much distance between the two ships that the other vessel simply can't catch up.

At the beginning of the chase, the GM should determine the starting Chase Total, which represents the fleeing vehicle's current lead (in most cases, the Chase Total starts at 1). During each round of the chase, the pilots make op-

LET'S GET THIS THING IN THE AIR

Science fiction movies and television shows often include scenes in which the heroes manage to board their spaceship and get it into the air just in time to avoid capture by the bad guys. In the movies, the ship takes off at the speed of drama, but in games there's sometimes a chance for the bad guys to catch them before they take off. A good rule of thumb is that a vehicle that isn't running takes a number of rounds equal to Scale - Maneuverability to reach top speed. Aerial vehicles achieve liftoff after $\frac{1}{3}$ of this time and space vehicles achieve orbit at the $\frac{2}{3}$ mark (round up). So, for example a Freighter with a Scale of 8 would need 2 rounds to fire up its engines and would become airborne on round 3, reach orbit on round 6, and be cruising at top speed on round 8.

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posed rolls. Operators usually roll against their piloting or driving Word, but in some cases other words may be substituted. For example, if a driver pulls into a side alley in hopes that the pursuer will drive past him, the pursuer would roll Brain against the quarry's driving roll. If the fleeing vehicle wins the roll, the Chase Total increases by 1. If the pursuer wins the roll, the Chase Total decreases by 1. If the Chase Total reaches the Chase Goal, the fleeing vehicle escapes. If the Chase Total drops to zero, the pursuing vehicle overtakes its quarry.

If multiple vehicles are involved in a chase, each pilot makes a roll and the side with the Chase Total moves in favor of the side with the most successful rolls. If the winning side outnumbered the losing side by at least two to one, the Chase Total moves by an amount equal to the ratio by which the winner outnumbered the loser. So if there are 9 vehicles on the winning side and 3 vehicles on the losing side, the Chase Total goes up or down by 3.

WARCYCLES

Warcycles can be outfitted with numerous weapons as well as many of the enhancements available for power armor suits. The specifics are up to the GM.

HV-AUSTIN KOBOLD 5000 SCOUT CYCLE

The Kobold is built for speed and maneuverability, but is the most lightly-armed bike used by the space marines. It includes sound and heat signature dampening to allow the rider to operate without drawing undue attention to himself as well as scanners and software packages custom-built-for recon.

Cost: 5000

Reliability: 15

Quality: 13

Scale: 1

Maneuverability: +5

Lurch Threshold: 13

Hull Points: 40

Options:

- INFODUMP windshield
- Stealth mode
- Weapon Targeting System
- Onboard computer
- Multi-purpose Scanner
- H&L Compensator plasma rifle
- Shell launcher with 6-shell magazine

HV-AUSTIN OGRE MEDIUM WARCYCLE

The OGRE is the standard combat bike of the Galactic Space Marines and offers a good mix of power, speed, and offensive capability.

Cost: 5000

Reliability: 16

Quality: 13

Scale: 1

Maneuverability: +3

Lurch Threshold: 13

Hull Points: 50

Options:

- INFODUMP windshield
- Weapon Targeting System
- Onboard computer
- H&L Surrogate heavy-duty plasma rifle
- Shell launcher with 6-shell magazine
- Small rocket launcher

HV-AUSTIN BEHEMOTH III HEAVY WARCYCLE

The behemoth isn't fast or maneuverable, but with the weaponry it carries, it doesn't have to be. It's the closest thing in the galaxy to a 2-wheeled tank.

Cost: 10000

Reliability: 15

Quality: 13

Scale: 1

Maneuverability: 0

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Lurch Threshold: 13

Hull Points: 65

Options:

- INFODUMP windshield
- Weapon Targeting System
- Onboard computer
- Light Plasma Cannon (DB +12)
- Shell launcher with 12-shell magazine
- Medium rocket launcher
- A swivel mounted Ventura BAW-40K (DB +12) rail gun on the back of the bike can be operated by a gunner or (if the driver is absolutely sure there are no friendly troops behind him) set to auto-fire mode.



OTHER VEHICLES

All vehicles come equipped with appropriate computer systems, sensors, cup holders, etc. The specifics are left to the GM and player. When in doubt, the GM can roll the vehicle's Quality to determine whether a particular option comes standard.

COBB INDUSTRIES MULTI-USE LABOR EXPEDITER

The M.U.L.E. is a small, heavy-duty vehicle open-top vehicle mainly used for carrying cargo and equipment around spaceships and work-sites. A standard mule has seats for the operator and one passenger, but up to 20 people can ride in the bed if there's no cargo aboard.

Cost: 2000

Reliability: 18

Quality: 15

Scale: 2

Maneuverability: -2

Lurch Threshold: 30

Hull Points: 170

Options:

- Winch
- Hydraulic Lift Gate

ACHILLES LIGHT INFANTRY FIGHTING VEHICLE

The Achilles is an all-terrain squad transport vehicle armed and armored for warfare. It provides passengers with much more protection and offensive capability than a standard transport without sacrificing versatility. The Achilles is the default vehicle for mobile infantry.

Cost: 20,000

Reliability: 17

Quality: 12

Scale: 5

Maneuverability: -3

Lurch Threshold: 60

Hull Points: 300

Options:

- 2 Fixed position light plasma cannons (DB +12)
- Shell launcher with 12 shell magazine
- 2 Large rocket launchers
- Turret with swivel-mounted Ventura BAW-50K rail gun (DB +15) (requires operator)

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MJOLNIR HAMMERSTRIKE MOBILE GUNSHIP

The Hammerstrike is the standard gunship used by space marine air cavalry. In addition to the 4-man crew, it can carry up to 20 passengers and gear.

Cost: 75,000

Reliability: 18

Quality: 16

Scale: 6

Maneuverability: 0

Lurch Threshold: 96

Hull Points: 480

Options:

- 2 Fixed position medium plasma cannons (DB +30)
- Shell launcher with 24 shell magazine
- 5 large rocket launchers
- 2 swivel-mounted Ventura BAW-50K rail gun (DB +15) (requires operators)

DRAGONFLY CLASS LIGHT FREIGHTER

The Dragonfly is a light transport ship used by sector patrol and planetary recon squads. The ship is primarily intended as a shuttle and troop transport and is not outfitted for serious combat.

Cost: 250,000

Reliability: 18

Quality: 16

Scale: 8

Maneuverability: +1

Lurch Threshold: 128

Hull Points: 700

Gimmick: Lots of hiding places (15)

Weakness: Parts tend to fall off (15)

Options:

- 10 Heavy Plasma Cannons (DB +75)
- Large navigation panel with room for up to a dozen toy dinosaurs.

≡ GAME MASTERING TIPS ≡

Since the finer points of Game Mastering a role-playing game have already been covered in numerous game books, magazine columns, and blogs, we're going to assume you're either already familiar with the basics of GMing or can easily find that information from another source (we recommend the QAGS Second Edition rulebook as a starting point). Therefore, this chapter only provides GMing tips that are specific to *Self-Made Space Marine*.

MISSIONS

As the GM, it's your job to come up with interesting and challenging missions for the characters to complete in their pursuit of rank, treasure, and citizenship. In most games, you need to carefully balance the level of threats to the capabilities of the PCs so that the game is challenging but not impossible. That's not as much of a concern for *Self-Made Space Marine*. Real space marines are ready to handle whatever comes their way and don't need that kind of coddling, so don't be afraid of Total Party Kills. If the players aren't willing to spend the money required to create competent characters, they deserve whatever you throw at them. Maybe they'll learn their lesson and spend more money next time around. If they don't, that's okay; after all, as GM you make money every time a new character has to be created.

Missions for *Self-Made Space Marine* are relatively easy to design. All you have to do is decide who the Galactic Warlords want killed and what defenses the PCs will need to overcome in order to kill them. If you want, you can also decide why the Galactic Warlords are going after the targets, but that's entirely optional. After all, it's not like the military brass needs to explain its motives to a bunch of grunts.

The Galactic Empire is always at war with somebody, because some people just hate freedom. At any time, the PCs may be assigned to take part in an operation to protect the Empire from its enemies, liberate a people who are being oppressed by some non-Imperial regime, quell an uprising, or even fight a holy war in the name of Great Zeenu. They may also be assigned to apprehend criminals, traitors, and spies; to explore hostile planets for exploitable resources and intellectual property violations (remember, all human knowledge is a gift of Zeenu); and to patrol the borders of Imperial space.

While Planetary Recon and Sector Patrol squads often operate somewhat independently, other squads typically act in concert with other units as part of a larger operation. Therefore, in addition to the overall goal of the operation, you should come up with a specific objective for the PC squad. This can be anything from "hold the line" to "breach the west gate," but unless you enjoy dealing with mass combat, it's usually best to come up with an objective that keeps the PCs somewhat isolated from the bulk of the fighting--scouting missions or raids against lightly-defended targets, for example.

≡ CAMPAIGN SEED ≡ PROJECT HEINLEIN

After years of experimentation, imperial scientists have finally perfected time travel and the Galactic Warlords have launched an operation to retroactively exact royalties from those who violated the empire's intellectual property rights before the Galactic Empire was founded. The PCs are among the space marines chosen to travel back in time to enforce imperial law.

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THE LUCRATIVE WORLD OF GAME MASTERING

Game Masters often spend hours carefully constructing worlds and adventures for the enjoyment of their players, but rarely receive any financial reward for all their hard work. Some game books will try to downplay this reality with talk of creative fulfillment and satisfaction in a job well done and other communist nonsense, but we firmly believe that Game Masters should be rewarded with cold, hard cash. While character creation can be very lucrative, arranging a Total Party Kill every single time you need a payday will eventually start to annoy most players. That being the case, here are a few suggestions for additional ways to make money:

- Space Rental:** If you're providing the gaming space, the players should reimburse you for the use of your facilities.
- Food Sales:** Institute a "no outside food or drink" policy and set up your own snack stand in the gaming space.
- Player Fines:** This works like a curse jar, but can be applied to any unwanted player activity, from showing up late to meta-gaming to quoting Monty Python and the Holy Grail.
- GM Fees:** If you're particularly ballsy (and at least reasonably competent as Game Master), you can just flat-out tell the players that if they want you to run the game, they'll have to pay you for it.

BUT SERIOUSLY...

We understand that there are gamers who enjoy participating in games where rules constantly change according to the whims of the publisher and winning has more to do with buying products than playing the game well. If you're one of those people, then by all means play this game exactly as written and enjoy yourself. If you want the full experience, you can even send every cent you collect from the players directly to Fuqit Games (contact us via our website for details!).

If you're like us, however, you probably can't imagine how that kind of game could possibly be any fun. In that case, just ignore the player extortion stuff, or at least use the money for something the whole group can enjoy like pizza and beer. You might also want to ignore a few other rules, but really the only major difference between a "serious" *Self-Made Space Marine* game and one played as satire is that in the latter form, the players (though not the characters) realize that everything about the game is absolutely ludicrous.



SAMPLE ADVENTURE:



PRINCE OF THE GRAVITY THIEVES

Less than a decade ago, the small (and ore-rich) planet of Inconsequentia was liberated by the Galactic Empire. Mostly, the people there have willingly submitted to imperial rule and the efforts to civilize the population have gone splendidly. Mostly. Although the city-state of Gloin was one of the planet's first governments to agree to imperial rule, the terms of the agreement have been tied up in negotiations for years. Normally, the Empire would have leveled the place by now, but Gloin is a heavily-fortified underground city located in a particularly inhospitable mountain chain that cannot be easily reached by the Space Corps war machines. Attempting to bomb Gloin into submission would risk destroying the area's hundreds of miles of ready-to-tax mines as well as the miners who work them. While the Empire has begun amassing troops in the mountains around Gloin, it has not yet moved against the city-state.

Those in the know suspect that the pride of the Imperial Diplomatic Corps is as much a factor as logistics in delaying a full-scale invasion. The diplomats of Gloin are so skilled at legalistic acrobatics that the imperial negotiators have come to view reaching an agreement without bloodshed as the ultimate test of their ability. Military intervention would be a sign of defeat. One of the major sticking points recently has been Gloin's refusal to agree to pay the standard imperial tax on gravity, which has of late become the focus of a planet-wide propaganda campaign intimating that the people of Gloin are little better than thieves who ruth-

lessly exploit the planet's gravity for their own gain. Broadcasts favored by "low information" members of the planet's population regularly feature "experts" who describe how Gloin's mining operations actually destroy the planet's gravitational field.

Just because the Imperial Diplomatic Corps want a bloodless resolution doesn't mean that they feel any compulsion to pursue an honorable one, so they've been looking for some kind of leverage. The diplomats have long known that the royal family of Gloin are symbolically very important even though they hold no real power (Gloin is ruled by an elected council), but so far they haven't had the opportunity to use this information. Recently, however, they've learned that Prince Luftwig, an extremely popular member of the royal family's younger generation, has taken vows at a monastery near the remote town of Harm's Way. The diplomatic corps have decided that Luftwig would make a powerful bargaining chip and have requested that the space marines assist in his capture. That's where the player characters come in.

ACT I: WALKING IN A WINTER WONDERLAND

Since Inconsequentia is still a relatively primitive planet (they've barely developed orbital flight) and Gloin is a remote city-state with no real air defences, it won't be hard for the PCs (or their shuttle pilot, if they don't have their own ship) to land without being seen. The closest landing zone where they can be reason-

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ably sure the ship won't be found is several miles from Harm's Way. Since it's the dead of winter and the paths through the mountains are treacherous, the trek will probably take the better part of a day.

About halfway up the mountain, the PCs will encounter a hungry Yartuzian Snow Beast. This humanoid creature stands nearly 10 feet tall and is covered with shaggy white hair. Its body is bear-like, but it walks upright and has a head that somewhat resembles that of a lion, complete with mane. The creature cannot be reasoned with and will attack the party on sight.

YARTUZIAN SNOW BEAST

Body: 16

Brain: 7

Nerve: 11

Job: Predator (15)

Gimmick: Deafening Roar (16)

Weakness: One-track Mind (16)

Skills: Iron Stomach +3; Good Sense of Smell +2

HP: 25

YY: 2

Notes:

The Snow Beast's thick hide gives it an Armor Rating of 3. Its sharp claws have a Damage Bonus of +3.

Deafening Roar

Once per scene, the Snow Beast may let out an extremely loud roar. In addition to possibly causing an avalanche (see sidebar), the roar is so loud that it can cause victims to become disoriented or even incapacitated. If the Gimmick roll succeeds, everyone in the area must make a Nerve roll. Unless the Nerve roll is successful and higher than the monster's Gimmick roll, the character suffers a penalty equal

to the difference of the rolls. The penalty is reduced by 1 per round until it reaches 0.

One-Track Mind

Once the Snow Beast has decided that the characters are food, he will pursue them relentlessly until he either eats them or dies.

ACT II: IN HARM'S WAY

Sometime around dusk, the party will reach the village of Harm's Way. The sleepy little town is inhabited mostly by miners and a few druzzi herders (a druzzi looks kind of like a cross between a llama and a giant possum and is valued for its fur, meat, and milk). As long as the party is not openly hostile, the locals will be guardedly friendly towards them. If the party asks for a place where they can spend the night, they will be directed to the bed and breakfast run by Widow Jenkins. The only real night life in the town is a sports bar called Chang's, where some locals have gathered to enjoy spicy druzzi poppers (they taste like buf-

≡ AVALANCHE! ≡

The characters are travelling through snow-covered mountains, so if they do anything that makes too much noise (yelling, firing weapons, annoying Yartuzian Snow Beasts, etc.), there's a chance they'll trigger an avalanche. To determine whether or not an avalanche occurs, the GM and one player each roll a d20. If the GM's roll is higher, an avalanche occurs. Everyone caught in the avalanche takes damage equal to the GM's roll minus a successful Body roll. Anyone who fails their Body roll is buried and suffers an additional point of damage per round until somebody digs them out.

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falo wings), watery beer, and a telecast of the regional doomball championships.

If the PCs ask the townspeople about the temple, they'll be told that the monks mostly keep to themselves, only coming to town on market days to trade their herbs, beer, and handicrafts for supplies. Everyone in town knows that the prince is currently at the temple, and a few Royal-obsessed locals (including Widow Jenkins) have snuck up to the temple in hopes of getting a glimpse of him. If the PCs question one of the celebrity-watchers, they may be able to get more information about the temple and the prince's bodyguard. If they express too much interest, however, there is a chance (roll of 15 or more on a d20) that someone will suspect they're up to something and go to the temple and warn the monks.

THE TEMPLE

The temple is not heavily fortified, but Prince Luftwig is protected by his personal bodyguard of twenty elite Gloinian soldiers. At any given time, there are always two guards patrolling the area around the temple, two stationed at the temple's main door, and two guarding Prince Luftwig. If the inhabitants have been alerted that there may be trouble, the commander will double the patrol and triple the prince's personal bodyguard.

The 12 warrior monks who live at the temple are not particularly fond of the prince; they believe his interest in their way of life is merely a passing fad and resent the disruption that he and his bodyguards have brought to their home. If the PCs can approach them without alerting the guards, the monks may actually be willing to work with the party. However, if the PCs attack their home, they will fight back.

PRINCE LUFTWIG OF GLOIN

Body: 12

Brain: 9

Nerve: 14

Job: Prince (12)

Gimmick: Famous (16)

Weakness: Arrogant (16)

Skills: Mystic Tourist +3; Seduction +2; Martial Arts +1

HP: 12

YY: 5

WWPHITM? Russel Brand

Tag Line: "I know Kromdorian tantric magic."

Dumb Fact: Despises strawberries.

COMMANDER SLAAG

Body: 13

Brain: 12

Nerve: 13

Job: Head of Prince Luftwig's Bodyguard (14)

Gimmick: Tactical Genius (11)

Weakness: Glorified Babysitter (11)

Skills: Public Relations +3; Chess +2; Know More Than He Wants To About Mystical Hooey +1

HP: 13

YY: 3

WWPHITM? Chris Cooper

Tag Line: "Yes, my liege."

Dumb Fact: Loves strawberries, but the prince has forbidden him to eat them.

GENERIC ROYAL BODYGUARD

Body: 12

Brain: 10

Nerve: 11

Job: Soldier (14)

Gimmick: Varies

Weakness: Varies

Skills: Varies

HP: 12

YY: 1

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MASTER PHOO

Body: 13

Brain: 14

Nerve: 13

Job: Master of the Temple of the Crimson Way (15)

Gimmick: Powerful Kung-Fu (12)

Weakness: Getting Old (12)

Skills: Gardening +3; Beekeeping +2; Doom-ball trivia +1

HP: 13

YY: 3

WWPHITM? David Carradine

Tag Line: "In order to learn the way, my prince, you must clear your mind. AND STOP TEXTING!"

Dumb Fact: Makes a mean strawberry daiquiri.

GENERIC WARRIOR OF THE CRIMSON WAY

Body: 12

Brain: 12

Nerve: 12

Job: Warrior Monk (12)

Gimmick: Varies

Weakness: Varies

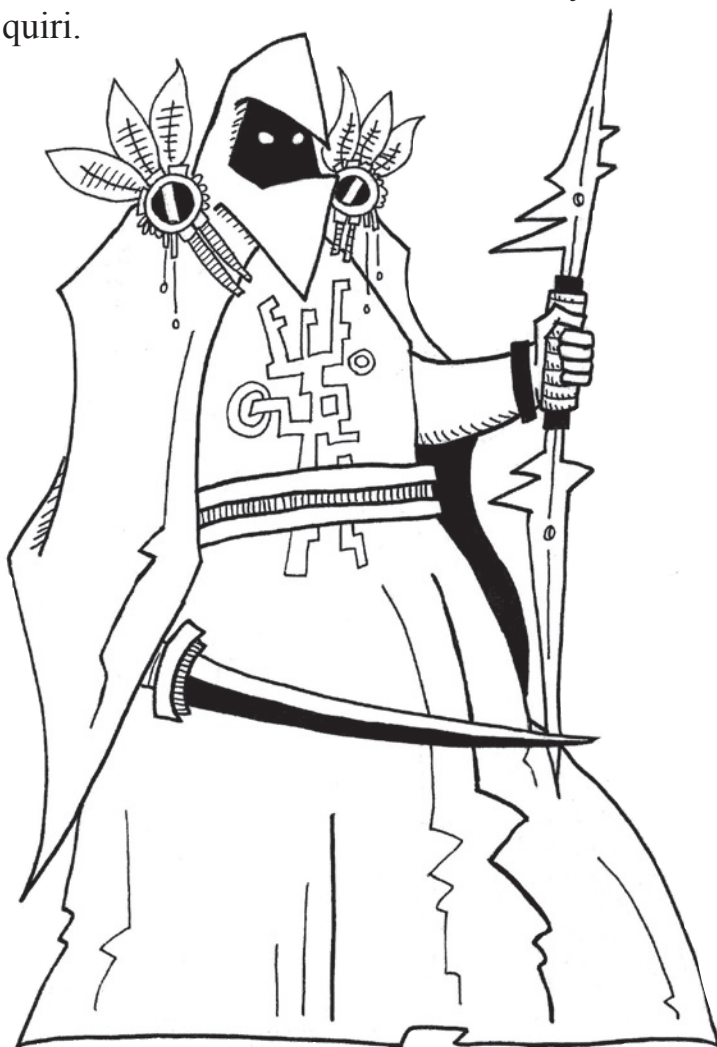
Skills: Varies

HP: 12

YY: 1

ACT III: THE GREAT ESCAPE

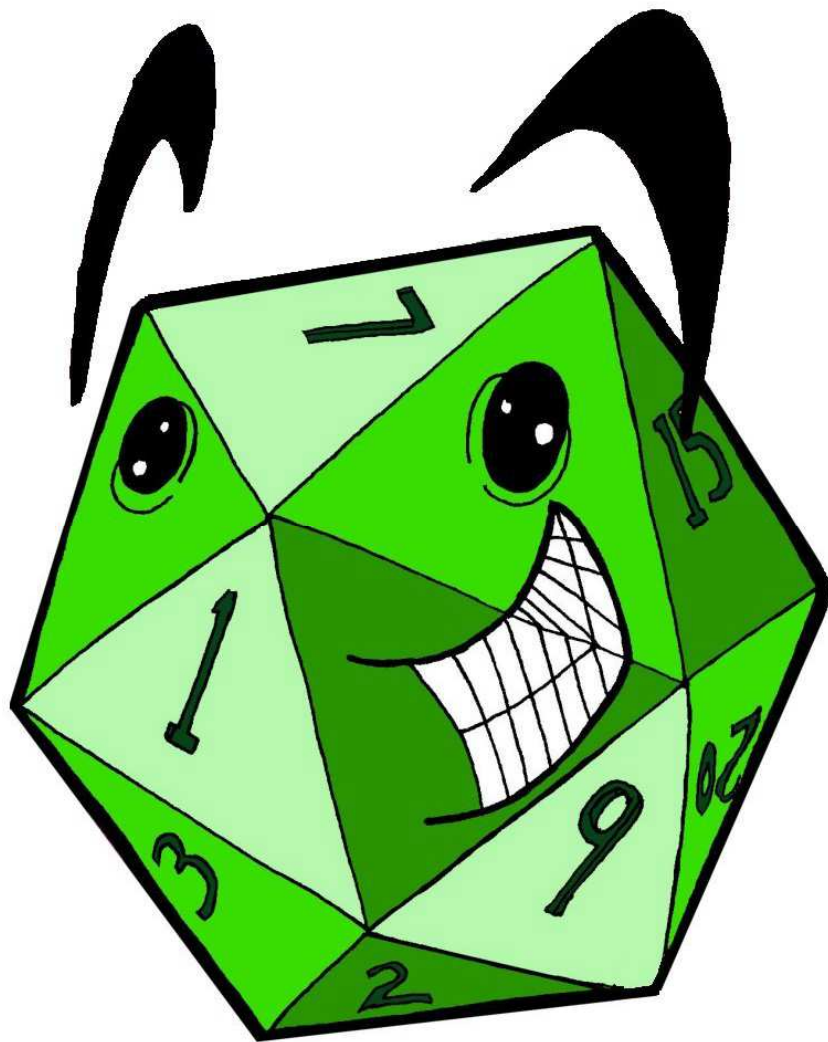
If the PCs manage to get out of the temple with the prince, they'll most likely find themselves pursued by royal guards, angry monks, or both. If this is the case, the GM should give the PCs an exciting chase scene, complete with exhilarating close calls and all sorts of die rolls that seem meaningful. If the rolls are consistently bad, the GM might even allow the enemy to catch up with the party. Otherwise, they'll arrive at the ship just a little ahead of their pursuers. Unfortunately, the ship's engines have frozen over and it will take a little while to get the ship running again. If the game needs one final fight scene, some or all of the pursuers can show up while the PCs are trying to thaw out the engines. Otherwise, the ship will take off just in the nick of time to prevent the party from having to fight more enemies.



QAGS

Second Edition

QIK START RULES



GAMING FOR GROWNUPS

QAGS 2nd Edition Qik Start Rules

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About QAGS 2nd Edition

QAGS Second Edition (QAGS 2E or Q2E) is Hex Games' Quick Ass Game System, sold separately. The QAGS system is designed for cinematic role-playing, and emphasizes storytelling and fun over "reality" and math. To learn more about QAGS, visit www.hexgames.com

About the Qik Start Rules

This document contains the basic rules for running a QAGS game. The QAGS Second Edition Rulebook contains lots of ideas, rules, examples, and advice not presented here. If you want to use QAGS for a campaign, or are new to role-playing, we highly recommend purchasing a copy of the complete Q2E rules.

The Q2E Qik Start Rules are **NOT** Open Content. If you are interested in publishing a game book using the QAGS system, contact creative@hexgames.com.

The Qik Start Rules may be printed and photocopied for personal and instructional use only.



WORDS & NUMBERS

QAGS characters are described in terms of mechanics by certain Words. Many of these Words have Numbers associated with them. The specific Words used in Q2E, as well as the rules for determining the related Numbers, are described below. Before you start figuring these out, you should come up with a solid character concept. More information about designing a character concept is given in the Q2E rulebook.

Body, Brain, and Nerve

Body, Brain, and Nerve describe a character's natural abilities and aptitudes. Most people have Body, Brain, and Nerve scores between 6 and 16, with 11 being an average score.

Body is the character's overall physical condition. This includes brute strength, hand-eye coordination, manual dexterity, agility, physical appearance, and general health.

Brain describes a person's mental abilities. Common sense, memory, general knowledge, perception, and the ability to think abstractly and solve problems are all aspects of a character's Brain.

Nerve describes the character's emotional and social abilities. Characters with high Nerve scores are cool under pressure, have good instincts, and know how to interact with people. Nerve also describes a character's willpower and ability to cope with fear or stress.

Job

A character's Job describes what he does. This often means what he does for a living, but this is not always the case. A Job is more than just a set of skills; it often suggests or defines a character's role in society and lifestyle. The player and GM should work together to determine what trappings, benefits, and skills a Job entails. They should also consider ways in which a particular character departs from the stereotype. Job Numbers range from 6 to 19, with the

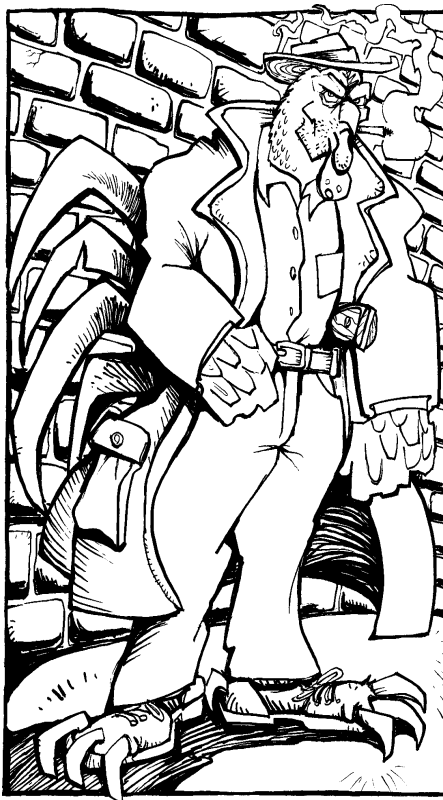
average professional having a score between 9 and 13.

Gimmick

This Word is an unusual or unique trait, advantage, resource, or ability your character possesses, such as "Superhuman Strength" or "Always Find a Parking Space." In most cases, you can't learn a Gimmick; you either have it or you don't. Gimmick Numbers range from 1 to 20 depending on how often they work.

Weaknesses

A Weakness is some sort of major disadvantage that the character must contend with. It should be like a tragic flaw in literature, not just some annoying character trait or minor inconvenience. The character's Weakness should be something that he has little or no control over and that presents a constant threat to his well-being. Curses, debilitating injuries, and psychological malfunctions of every type are good examples of Weaknesses. Weakness Numbers range from 1 to 20, depending on how often they affect the character.



SAMPLE WORDS

Below are some sample Jobs, Gimmicks, Weaknesses, and Skills for QAGS characters. This list is by no means exhaustive. Any trait you can think of is acceptable, as long as it fits the game world.

Jobs

Airborne Ranger, Baseball Player, Cat Burglar, Dog Catcher, Exterminator, Frat Boy, Gangsta Rapper, Handyman, Inventor, Janitor, Knight, Librarian, Medic, Naturalist, Optometrist, Policeman, Quartermaster, Rock Star, Scientist, Taxidermist, Undertaker, Viking, Weatherman, X-Ray Technician, Yoga Instructor, Zombie Master

Gimmicks

Automatic Writing, Babe, Cosmic Powers, Dead Aim, Everybody's Buddy, Friends in Low Places, Green Thumb, Hard To Kill, Iron Stomach, Jukebox Hero, King of the Road, Lightning Reflexes, Mutant Powers, Nerves of Steel, Omnipotent, Polymath, Quick as a Cat, Rich, Super Speed, Telekinetic, Unerring Sense of Direction, Vampire, Whiz Kid, X-Ray Vision, Youthful Exuberance, Zeus's Offspring

Weaknesses

Achilles' Heel, Broke, Club Foot, Delusions of Grandeur, Enemies, Forgetful, Gambling Addiction, Hemophiliac, Intangible, Jinx, Kleptomaniac, Lycanthropy, Mute, Never Gets a Break, Obligations, Punching Bag, Quixotic, Rube, Stupid, Tinhorn, Unlucky, Vampire, Workaholic, Xenophobic, Young and Stupid, Zeus Hates You

Skills

Archeology, Basketball, Civil War Re-enactor, Darts, Electronics, Fishing, Guns, History Buff, Internet Junkie, Jet-Setting, Kick Boxing, Loan Shark, Magic Tricks, Norse Mythology, Origami, Panhandling, Quarterstaff, Renaissance Fairs, Scientology, Talk Smack, Umpire, Vandalism, Weight Lifting, X Games Trivia, Yak Herding, Zoology

Skills

A Skill is an ability or area of knowledge possessed by a character, but not covered by his Job. When selecting Skills, it's important to remember that you don't need to account for every single learning experience the character has ever had. Skills usually represent hobbies that a character frequently engages in—music trivia, frisbee, downloading porn, and the like. Each of a character's Skills has a Skill Bonus attached to it, ranging from +1 to +5.

Health Points

A character's Health Points determine how much damage he can take before he dies. Whenever a character gets shot, clawed by a monster, or brutally buggered, he loses Health Points. When his Health Point total reaches zero, the character is dead.

Yum Yums

Yum Yums are pieces of candy that a player earns for making the game more enjoyable. They're similar to hero points in other game systems, only in QAGS they're a lot more important. Yum Yums will be described in detail later.

Who Would Play Him/Her in the Movie? (WWPHITM?)

This Word is useful for helping other players get a better idea of what your character is like. Taking all the information you know about your character into account, try to figure out what actor or actress you would cast in a little imaginary movie about your character. Physical appearance is not the main concern here—instead, you want an actor who could properly convey the character's attitude, emotions, and personality.

Tag Line

Your character's Tag Line is a quote that conveys useful information about the character, his outlook on life, and so forth. Like WWPHITM?, your character's Tag Line helps to give other players an immediate impression of the character. It can reflect his general speech pattern, how he communicates, and a little about the character's personality. Don't feel like you have to use the character's Tag Line frequently (or ever) in the game—that's not the point.

Assigning Numbers

1. Roll a twenty-sided die (d20) and divide by 2. Add 6 to the result.
2. Repeat 4 times (when you're done, you should have 5 Numbers).
3. Assign the Numbers to Body, Brain, Nerve, Job, and Gimmick.
4. Your character's Weakness Number is equal to his Gimmick Number.
5. Choose 3 Skills. Assign one of them a +1 Skill Bonus, one of them a +2 Skill Bonus, and one of them a +3 Skill Bonus.
6. Your character's Health Points are equal to his Body Number.
7. Roll d20 once more and divide the result by 5. This is the number of Yum Yums your character starts the game with. All characters begin play with at least 1 Yum Yum.

Point Based Characters

The QAGS 2nd Edition rulebook provides a system for creating point-based characters. This allows for less randomness and more customization, and is highly recommended for campaign play.



DOING STUFF

Simple and Resisted Rolls

There are two main types of rolls in QAGS: simple and resisted. In a simple roll, the player rolls a 20-sided die and compares it to his Number in the most appropriate Word. If the roll is less than or equal to the character's Number, the action succeeds, with the value of the roll determining the general level of success.

A resisted roll, on the other hand, is used when two characters are directly competing against one another. Resisted rolls are most often used in combat, but can also be used when two characters engage in a contest of skill (such as Paper, Rock, Scissors), or when a character attempts to outsmart or outmaneuver an opponent (Hide and Go Seek, for example). To make a resisted roll, both players make simple rolls. If one person succeeds and the other fails, the successful character wins the contest. If both succeed, the character with the higher roll wins. If both rolls succeed and the result is a tie, the GM may declare a stalemate or have the players reroll. If both rolls fail, neither character gains an advantage.

Which Word Should I Use?

When making rolls, a player should use the Word that best reflects his ability to perform the action. If none of the character's Words is appropriate, the character will have to make a default roll (see below). In some cases, the character will have to make a Weakness roll before making the normal roll. For example, if a character has the "Not Too Good at Cypherin" Weakness, he'll need to make a Weakness roll before he can attempt any math-related Brain roll. If the Weakness affects him, the Brain roll automatically fails.

Default Rolls

When a character is attempting to do something that requires training he does not have, he makes a default roll. The character's Number when making a default roll is equal to one-

half of his Word (rounded down). Body, Brain, and Nerve are most commonly used for default rolls, though Jobs and even Gimmicks may occasionally be more appropriate.

Weakness Rolls

Whenever a character's Weakness may come into play, he will have to make a Weakness roll. While most of the Numbers in QAGS are the character's chance of success, the Weakness Number is actually the character's chance of *failing to resist*, and therefore succumbing to, the Weakness. In effect, the Number is that of the Weakness, not the character. If the roll is less than or equal to the Number, the Weakness takes effect. If the roll is greater than the Number, the character is able to control, overcome, or avoid his Weakness.

Second Chance Rolls

If a character has two Words that could both apply to the situation, he is entitled to a Second Chance roll. For the first roll, use the Word that is most appropriate to the situation (or the Word with the higher score if both are equally appropriate). If this roll fails, the character may make a second roll using the other Word. A character can never use a default roll as a Second Chance roll.

Using Skills

Whenever one of the character's Skills is applicable to an action, he gets to add his Skill Bonus to the Number he's rolling against. Most Skill Bonuses are added to the character's default Number, but they can also modify Jobs, Gimmicks, Body, Brain, and Nerve. If more than one Skill applies to the action, the character may add all appropriate Skill Bonuses.

Other Modifiers

In many cases, the GM will ask the player to apply a modifier to his

score before making his roll. Except in a few special cases (such as combat damage), these modifiers are always applied to the Number the character is rolling against, not the die roll. So, for example, if a character is awarded a +2 modifier for a Job check, and his score is 15, he needs to roll a 17 (15+2) or less to succeed. Regardless of modifiers, a natural "20" always fails.

Situational Modifiers: These modifiers are based on the specifics of the situation at hand. Most situational modifiers are between -5 (conditions greatly impede action) and +5 (conditions greatly improve chance of success).

Character Concept/Background Modifiers: This type of modifier is used almost exclusively for default rolls. If some established or implied fact about the character's background would help or hinder his chances to perform an action, the GM may reflect that fact with a modifier. Concept/background modifiers should be between -2 and +2.

Dumb Table 1:
Success or Failure Degree

Roll	Success/Failure Degree
1-5	Minimal. Just made it or just missed it.
6-10	Average. Nothing to write home about.
11-15	Impressive. Done with style and grace (or distinct lack thereof, if roll failed).
15+	Spectacular. People will be talking about this for years.

Success/Failure Degree

When a character makes a roll, you can use the value of the roll to determine how well he succeeded or how badly he failed. For successful rolls, the degree of success is determined by the value of the roll. For failed rolls, the degree of success is determined by the difference between the roll and the character's modified Number. The degree determines the general level of success or failure, as shown on Dumb Table 1.

Difficulty Numbers

While modifiers will usually be sufficient to reflect the ease or difficulty of a situation, there are times when it makes more sense for the GM to set a difficulty number. Rolling against a difficulty number is like making a resisted roll. The character must make a successful roll

that is higher than the difficulty number. Sample difficulty numbers can be found in Dumb Table 2. If the difficulty number is higher than the character's score plus any applicable modifiers, the character cannot perform the action. If the success degree of the roll is important, use the difference between the roll and the difficulty number when consulting Dumb Table 1.

**Dumb Table 2:
Difficulty Numbers**

Difficulty of Task	Difficulty Number	Example
Tricky	5	Swallowing loose change.
Tough	10	Swallowing a light bulb.
Herculean	15	Swallowing a sword.
Just Plain Nuts	19	Eating a Volkswagen.

Use Difficulty Numbers When

- A task is especially precise or unforgiving.
- Multiple levels of success are possible.
- Characters are working against a time limit.
- The character is resisting (or being resisted by) the Cruel Forces of the Universe.
- Multiple attempts are being combined into one roll.
- There are lots of modifiers at work.



COMBAT*

The Combat Round

Combat in the QAGS game is divided up into rounds. A round is defined as “the amount of time it takes for everyone in the scene to take one action.” The round does not represent a set amount of game time—it's simply a convenient way to break up combat. In spite of this fact, the GM may occasionally rule that an action will take multiple rounds to complete (usually when the action being attempted is a complex non-combat action).

Who Goes First?

Since a lot of things are going on at the same time, the order of actions in a combat round is not usually important. The GM will go around the table, asking each player what he plans to do during the round. Once everyone has declared his action, the GM will ask for rolls in the order that makes the most sense. If for some reason exact timing does become important, the GM will either compare the appropriate scores (usually Nerve or Body) of the characters involved or ask for a resisted roll of some kind.

Types of Combat

There are two basic types of combat: hand-to-hand and ranged. Hand-to-hand combat occurs when two people are swinging fists, pointy sticks, lawn knomes and other hand-held weapons at one another. Ranged combat happens when someone wants to hurt his enemy without getting too close. This usually involves characters shooting, throwing, or flinging things at one another, but can also include things like a superhero's energy blast or a monster's atomic breath. Both types of combat are resolved using a resisted roll, though the details vary slightly.

Hand to Hand Combat

Each round of hand-to-hand combat between two characters is resolved with a resisted roll. Each person uses the Word that best describes the type

of attack he is making. The roll represents a series of feints, parries, ineffective blows, and other aspects of the brutal ballet of combat. The winner of the roll gets to inflict damage upon his opponent.

Ranged Combat

Ranged combat is also handled with a resisted roll. Unlike hand-to-hand combat, however, a single roll in ranged combat represents only one attack (not a complete “exchange of fire” between the two combatants). Therefore, there is always an attacker and a defender. The attacker is the person firing the gun, launching the cathedralpult, or throwing the rock. The defender is the guy he's shooting at, flinging a church at, or throwing towards. While the attacker uses whatever Word is most appropriate to the sort of attack he's making, the defender uses whatever Word best reflects his ability to avoid the attack. This is almost always Body, though a few Jobs or Gimmicks can be used instead. While either participant in hand-to-hand combat can cause damage to the other, only the attacker can cause damage in ranged combat. If the defender

wins the roll, the attack simply misses his target.

Damage

Whenever the result of a combat sequence indicates that a character takes damage, simply subtract the losing roll (or zero, if the loser failed his roll) from the winning roll. The result is the base amount of damage caused by the attack. If the character who caused the damage is using a weapon, add the weapon's damage bonus (see below) to this total. Subtract the result from the injured character's Health Points.

Damage Bonus

The basic Damage Bonus for an attack is based on the size of the weapon: +0 for tiny weapons, +1 for small weapons, +2 for medium-sized weapons, +3 for big weapons, and +4 for frickin' huge weapons (telephone poles, thrown cars). For most ranged weapons, size is based on the size of the missile being fired—an arrow is small, for example. For guns, size is based on the power and ammunition of the weapon, not the physical size of the gun or the bullets: BB guns are tiny; .22 rifles are small; 9mm pistols are medium; .44 magnums are large; .50 caliber machine guns are frickin' huge.

Dumb Table 3:
Additional Damage Modifiers

Weapon/Attack Is	Modifier	Examples
Pointy/Sharp	+1	Swords, Teeth, Arrows
A Gun	+1	Rifles, Pistols, Uzis
Scary	+1	Chainsaws, Shotguns
Mechanical	+1	Crossbows, Chainsaws
Energy Based	+2	Ray Guns, Flamethrowers
Prolific	+3	Machine Guns, Super Speed Punches
Explosive	+5	Grenades, Landmines
Car-Destroying	+10	Anti-Tank Rounds, Elephants
Building-Destroying	+50	Giant Monsters, Bombs
City Destroying	+1,000	Hurricanes, Nukes
World Destroying	+1 Million	Wrath of God, Death Stars

*Or, The Simple Joy of Rolling a Die and Knowing You Have Killed Something

While size matters, it's not the only thing that determines a weapon's ability to deal damage. When figuring out how much damage an attack does, consult Dumb Table 3: Additional Damage Modifiers and add all appropriate modifiers. For example, a broadsword is big and pointy, which means it has a Damage Bonus of +4. A chainsaw is big, sharp, mechanically assisted, and scary, for a total Damage Bonus of +6. A cathedralpult is frickin' huge, mechanically assisted, and building-destroying, for a Damage Bonus of +55.

Death

Normally, when a character reaches zero Health Points, he's dead. Some characters (including PCs), however, are a bit harder to kill. When your character is mortally wounded, make a Body roll. If the roll fails, he dies. If the roll succeeds, the character is alive, but in bad shape. Until the character gets medical attention, he cannot do anything other than bleed. For every hour he goes without receiving treatment, another Body roll is required. If the roll fails, the character permanently loses 1 point from his Body score. If the character's Body score reaches 0, or if he takes any more damage, he's dead.

Complications

The basic QAGS combat system is extremely simple. Unfortunately, there are a number of factors that can make things a bit trickier. In addition, some groups may want to add a few additional rules to enhance their combat pleasure. Before the game starts, check with your GM to determine which optional rules she plans to use in the game.

Combining Hand To Hand and Ranged Combat

If someone's attacking you with a shotgun and you've only got a rusty can opener, chances are you're not going to just stand there and let him shoot you. Instead, you're going to attempt to get close enough to take a



swing at him. The GM will decide exactly what is required to close into hand-to-hand range (usually a series of Body rolls will do the trick). Until this happens, ranged attacks are resolved normally. The ranged attacker gets free attacks until his opponent is (a.) dead or (b.) close enough to take a swing. If (a.) occurs, combat is over. If (b.) occurs, use normal hand-to-hand rules. Assuming the ranged attacker is still trying to shoot at his opponent (and the GM rules that the ranged attack will still work at such close range), he uses his ranged attack Word and normal weapon modifiers.

Armor

If a character is wearing armor, subtract the armor's Armor Rating from the damage total of the

attack. See Dumb Table 4 for some sample armor ratings. When a character uses "hard cover," (ducking behind a car door, for example), he's treated as if he were wearing armor.

"Ganging Up"

When multiple people attack the same opponent, that opponent becomes much easier to defeat. The first attack against an opponent during a combat sequence is resolved normally. For each subsequent attack, the character being ganged up on receives a -2 penalty to his combat Number (-2 for the second attack, -4 for the third, etc). Unless the creature being ganged up on is exceptionally large, no more than four people can attack him in a given combat round. This rule does not apply to ranged combat—a character can dodge each ranged attack that comes at him using his full Body Number.

Dumb Table 4:
Armor & Cover

Armor/Cover Type	Rating	Examples
None	0	Buck Naked, Open Field
Minimal	1	Catcher's Gear, Tree Branches
Light	2	Sumo Suit, Wooden Fence
Medium	3	Chain Mail, Steel Door
Heavy	4	Plate Mail, Stone Fence
Damn Heavy	5	Power Armor, Castle Wall
Nigh-Invulnerable	25	Giant Robot, Tank

Combat Modifiers

Many situations can give a combatant an edge against his opponent. In hand-to-hand combat, size, reach, and the conditions of the battlefield can all affect the outcome of an exchange of swings. For ranged combat, the distance between the attacker and defender, targeting equipment, and visibility can affect the outcome of an attack. Assigning comprehensive modifiers to every single thing that could possibly affect combat would be impossible. Therefore, the GM should arbitrarily assign modifiers whenever she feels like it. Generally, no single circumstance should result in a modifier worse than -5 or better than +5.

Using Yum Yums to Increase or Decrease Damage

Characters may increase the amount of damage they do to an opponent, or decrease the amount of damage an opponent does to them, by spending Yum Yums. Every YY spent increases or reduces damage by 3 points.

Healing

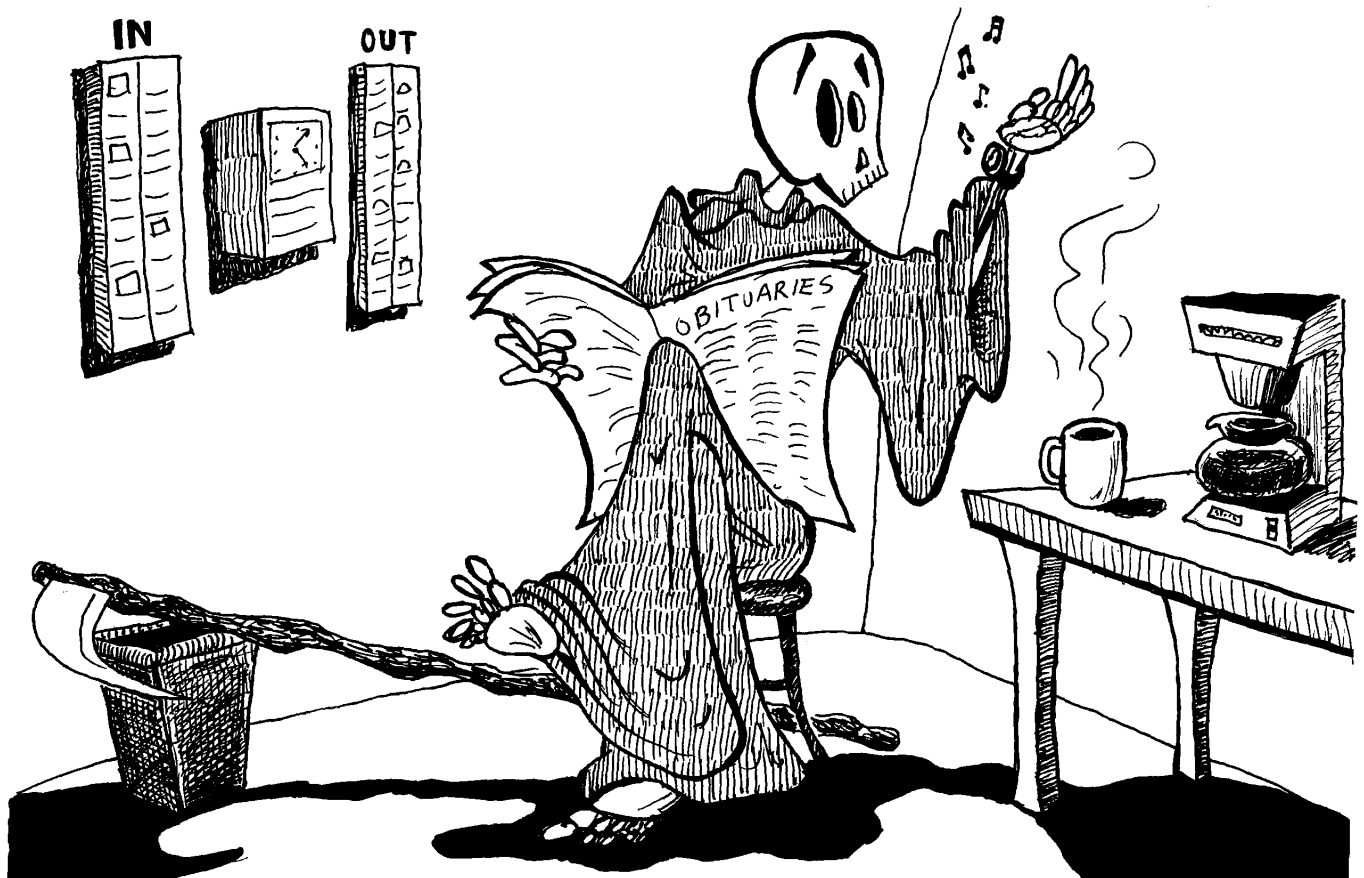
Once the characters have been stabbed, beaten up, set on fire, and struck by lightning, the players will probably start to wonder how healing works. To determine how much damage a character recovers, simply consult Dumb Table 5: Healing.

**Dumb Table 5:
Healing**

Type of Treatment	Recovery Rate
First Aid	1 HP
Emergency Room Care	2 HP
Bed Rest	1 HP/Week
Doctor's Care	2 HP/Week*
Hospital Care	3 HP/Week*

*Once the character has regained 3/4 of his original HP, his rate of healing drops to one HP/week, regardless of what level of care he's receiving. After a certain point, only time will heal a wound.

Note: The healing rates above assume a relatively "realistic" rate of healing and modern medical conditions. Feel free to adjust the rates of healing according to the technology level and tone of your game.



YUM YUMS

What Are Yum Yums?

Yum Yums are the single most important mechanic of the QAGS game. The basic system lets you describe your character's abilities and determine his chances of success or failure in various situations. Yum Yums, however, are what allow your character to become a hero. Essentially, Yum Yums are "brownie points" awarded to a player by the GM when the player does something to make the game more fun. While Yum Yums can take the form of simple "points" recorded on the character sheet, we suggest using candy, preferably candy that comes in bite-sized pieces such as M&Ms or Smarties.

How Yum Yums Work

Many game systems attempt to model reality. A statistical analysis of the QAGS rules will show that this is not our main concern. Instead, we want to model fiction—in other words, to allow players and GMs to work together to tell a great story. In a story, it's the interesting characters who get to be the heroes—they save the world, defeat the evil overlord, and get laid. In QAGS, it's the interesting characters that get the Yum Yums, allowing them to become the heroes. You'll earn Yum Yums by being a good role-player. The thing to remember is that QAGS is not a video game—you don't earn points by killing things, and the goal is not to get the highest score. RPG's aren't about winning but, unlike those athletic contests you lost as a child, really are about how you play the game.

Using Yum Yums

You can use Yum Yums to improve your characters' fortunes and abilities and to save their lives in tough situations. Don't hoard your Yum Yums—just as you need to spend money to boost a sagging economy, so must you spend Yum Yums to keep your QAGS games lively. The most common uses for Yum Yums are described below.

Food

If you want to, you can eat your Yum Yums. Unfortunately, eating Yum Yums has absolutely no effect on the game.

Automatic Success

A character may spend Yum Yums to succeed at a roll automatically, without actually needing to roll the dice. If the value of the roll is important (for example, the character is making a resisted roll or rolling against a DN), each YY spent is worth 3 points, up to the character's modified Number for that roll. Beyond that Number, each YY is worth only 1 point.

Re-Rolls

A character may re-roll any failed die roll by spending 3 Yum Yums.

Improving Rolls

When a character wishes to improve the final value of a roll (when rolling for degree of success, against a DN, etc.), he may spend Yum Yums to do so. Each YY spent improves the roll by 3 points, up to the character's modified Number for the roll. Beyond the character's modified score, each YY only improves the roll by 1.

Avoiding Weaknesses

When the GM calls for a Weakness roll, the character may spend Yum Yums to keep the Weakness from taking effect. The YY cost is equal to the character's modified Weakness Number divided by 3.

Avoiding and Reducing Damage

A character may spend YY to reduce the amount of damage he sustains when an opponent successfully attacks. Damage is reduced by 3 points for each YY spent.

Increasing Damage

When a character successfully attacks an opponent, he may increase the amount of damage caused by spending YY. Each YY

spent increases the damage by 3 points.

Bending Reality

In addition to using YY to affect game mechanics, players may also use them to affect the game world. Essentially, a player may spend YY to create a situation more favorable to his character. The basic rule of such "reality bends" is that they cannot contradict anything that has already been established. The number of Yum Yums required to bend reality is entirely up to the GM. This use of Yum Yums is the purest, most basic form of GM bribery, and should be handled as such.

Character Improvement

This is described in the QAGS 2nd Edition Rulebook.



For more information about QAGS 2nd Edition, and other Hex products, visit our home page at www.hexgames.com!